



3601 West Olive Avenue Burbank, California 91505

THE ADVENTURES OF
SONIC THE HEDGEHOG

238-100

STOCK COLOR BOOK

Master

ADVENTURES OF **SONIC** THE HEDGEHOG™

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COLOR BACKGROUND

STYLE GUIDE

JANUARY 4, 1993 .

SONIC THE HEDGEHOG COLOR AND DESIGN THEORY

THE SHOW TAKES PLACE ON THE PLANET MOBIUS.
IT IS A HAPPY, FUN, FAR-OUT, SPACE-LIKE PLACE.
(M.C. ESCHER COLLIDES WITH MAURICE NOBLE)
IT IS NEITHER DAY OR NIGHT - JUST A BRIGHT,
HIP, GRAPHIC, SILLY PLACE-TO-BE IN SPACE.

REMEMBER, THIS IS NOT EARTH, SO LET'S
NOT HAVE IT LOOK EARTH-LIKE. COLOR, SHAPE,
PERSPECTIVE, AND GRAVITY DO NOT
NECESSARILY ABIDE BY EARTH RULES;
PLAY WITH THEM. STAY AWAY FROM BROWNS
AND DINGY COLORS. THIS IS A HAPPY
PLACE. AVOID GREEN GRASS AND TREES, ETC.
FOLIAGE AND TERRAINE SHOULD LOOK OTHER-WORLDLY.
IT SHOULD LOOK HIGH-TECH AND ORGANIC AT THE
SAME TIME. JUXTAPOSE ORGANIC LOOKING LINES
AND ELEMENTS AGAINST SOMETHING HIGH-TECH.

THIS GIVES US LOTS OF ROOM FOR INVENTION....
CREATE A TOTALLY NEW PLANET WITH NEW LIFE FORMS.

- PLEASE USE A LIMITED PALATTE IN EACH PAINTING.
THAT IS, USE 4 or 5 COLORS IN DIFFERENT VALUES.
- SINCE THE STYLE IS SO GRAPHIC, OUR SENSE OF
PERSPECTIVE DEPENDS A LOT ON THE SUBTLE USE
OF COLOR VALUE.

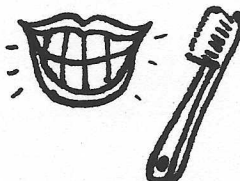
HOW-TO-PAINT BACKGROUNDS for SONIC THE HEDGEHOG

THE PAINT: CEL VINYL, or ART COLOR or
ANY BOTTLED ACRYLIC CEL PAINT.

THE TOOLS: SPRAY BOTTLE



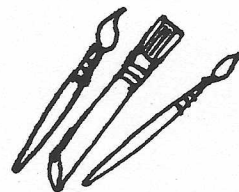
TOOTHBRUSH



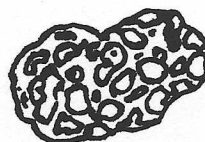
SALT



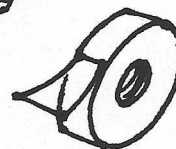
ASSORTED ACRYLIC
PAINT BRUSHES



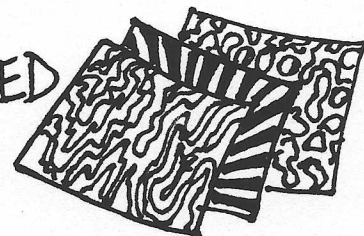
SEA SPONGE



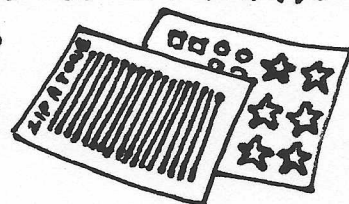
SCOTCH MAGIC TAPE



ASSORTED MARBLED, STRIPED
AND PATTERNED PAPERS



ASSORTED ZIP-A-TONE or LETRASET
LINE PATTERNS AND
RUB DOWN SHAPES

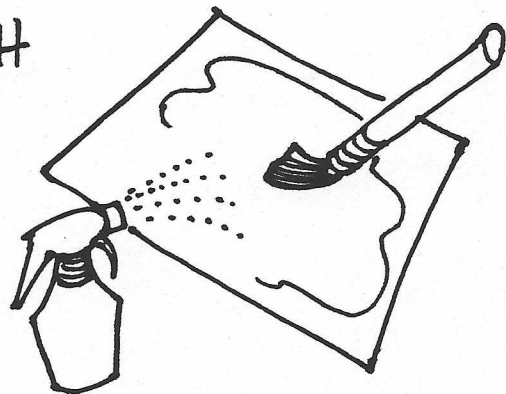



HOW-TO-PAINT THOSE WILD WET-IN-WET SKIES [SEE ①]

THIS IS A VERY WET, SPLASHY, MESSY PROCESS,
SO HAVE FUN WITH IT! EXPERIMENT! BE BOLD!!!

SKIES CAN BE PAINTED ON SEPERATE PAPER
AND CUT TO FIT, OR PAINTED DIRECTLY ON
THE B.G. PAINTING BY FRISKETING OFF THE
SURROUNDING AREA WITH SCOTCH MAGIC TAPE.
RUB TAPE DOWN VERY WELL.

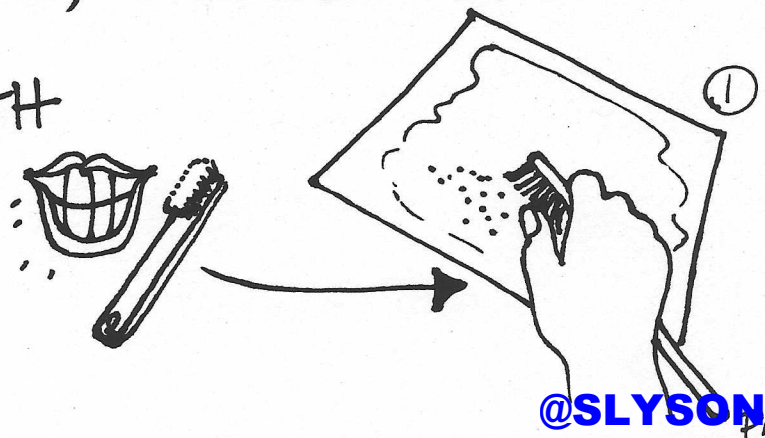
WET PAPER WITH BRUSH
AND/OR SPRAY BOTTLE.
(LIGHT SPRAYING ALONE
GIVES A GREAT MOTTLED
EFFECT. TRY IT!)



[TIP PAPER  FOR VERTICAL DESIGNS
TO ALLOW PAINT TO RUN]

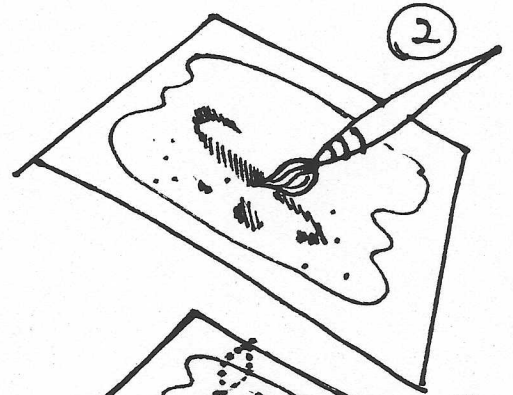
WHILE PAPER IS WET, ADD PAINT BY:

① SPATTERING WITH
THE TOOTHBRUSH



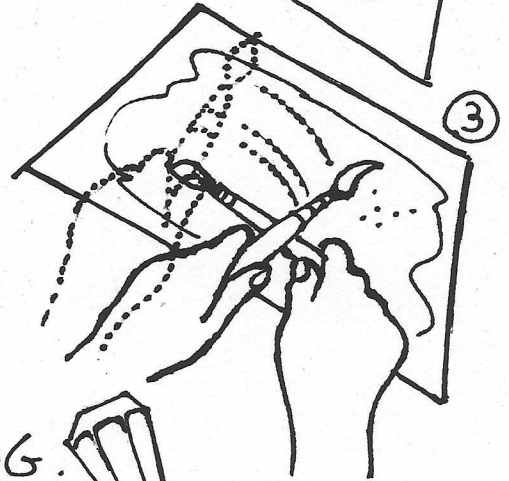
and/or

② SPOTTING AND SWIRLING WITH PAINTBRUSH DIRECTLY ON PAPER.



and/or

③ HITTING A PAINT-FILLED BRUSH ON ANOTHER BRUSH THAT IS HELD ABOVE THE PAPER - TO CREATE BIG SPATTER.



VERY IMPORTANT!

THROW SALT ON THE PAINTING.



WATCH THE COLORS RUN + MELT.

LIGHTLY SPRAY WITH SPRAYBOTTLE TO HELP THE PAINT SPREAD. TIP AND MOVE THE PAPER TO DIRECT WHERE THE PAINT FLOWS.

ADD MORE PAINT, WATER, AND SALT IN A WILD FLURRY. LET IT DRY, AND ADD SOME MORE. IF IT GETS TOO DARK IN SPOTS, WET AND SPATTER IN WHITE PAINT.

DRY WITH A HAIR DRYER TO STOP THE RUNNING IF YOU'D LIKE.

PLAY! MAKE A MESS! ADD SOME PAINT WITH YOUR FINGERS! DRY VERY WELL. REMOVE TAPE.

OTHER TRICKS

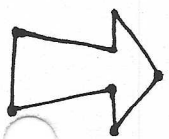
TO DO (B): THIS WATER IS MADE WITH XEROX COPY OF A GRAPHIC PATTERN FROM A BOOK. IT HAS BEEN LIGHTLY WASHED OVER WITH BLUE PAINT, CUT OUT + GLUED ONTO THE PAINTING.

TO DO (C): THESE STARS ARE CUT OUT OF A SHEET OF TRANSPARENT FORMAT ^{BRAND} RUB-DOWN PATTERNS AND GLUED DIRECTLY ON THE PAINTING.

TO DO (D): THIS SPATTERING IS DONE WITH A TOOTHBRUSH. FRISKET OFF AND FIRE AWAY!

IN SOME CASES, YOU WILL BE USING COLORED MARBLED AND PATTERNED PAPERS. COLOR COPY THEM, CUT THEM OUT, SPRAYMOUNT THEM ONTO THE PAINTING DIRECTLY.

IN SOME PLACES YOU CAN RUB LETRASET STARS AND SHAPES DIRECTLY ONTO THE PAINTING.



THE POINT IS FOR MOBIUS TO BE A FUN PLACE TO BE, SO HAVE FUN CREATING IT. WE'RE LOOKING FORWARD TO SEEING SOME TERRIFIC STUFF!

Laura Lee Lyke

고슴도치 소닉

색채와 디자인 개요

이 쇼는 모비우스라는 별에서 일어나는 일이다. 모비우스는 행복이 넘치고, 재미있는 일이 잔뜩 벌어지는 우주 저 먼 곳이다. (?) 낮도 밤도 아닌, 그저 밝고, 미래적이며, 그래픽 化 된, 장난스러운 우주의 한 곳쯤이라 할 수 있다.

이 곳은 지구가 아닌것을 명심해서 지구 비슷하게 보이게 하지 맙시다. 색채나 형태, 원근, 중력 등이 지구의 법칙을 그대로 따를 필요가 없으므로 그것들을 가지고 한번 장난을 쳐보자. 흙색이나 칙칙한 색은 배제하기로 하자. 이곳은 행복한 곳이다. 녹색 풀들이나 나무등은 피하라. 숲이나 지형등이 다른 세계처럼 보여야 한다. 하이 테크적이면서도 동시에 유기적으로 (살아있도록) 보여야한다. 생물체적인 선들과 요소들은 하이 테크적인 선들 혹은 요소들과 공존해야한다.

이는 우리가 창의력을 발휘할 수 있는 여지를 많이 남겨 줍니다. 새로운 생명체들이 사는 전혀 새로운 행성을 창조해 봅시다.

● 각 그림마다 한정된 색깔의 팔레트를 사용하기 바랍니다 : 즉 4, 5 개의 다른 색의 물감을 사용하십시오.

● 스타일이 매우 그래픽 하기 때문에 원근감은 색가 (色價 COLOR VALUE)로 표현해야 한다.

고슴도치 소닉의 배경 그리는 법

물감

카툰 칼라, 혹은 아트 칼라, 혹은 모나미 칼라 등의 병에든 아크릴 물감

도구

스프레이 병

칫솔

소금

여러가지 아크릴 물감 붓들

바다 스폰지 (부엌용 스폰지도 가함)

스카치 매직 테이프 (프리스켓 用) : 수입품 문구점에서 구할 수 있는 3M 社의 제품이 물감이 밑으로 번져들지 않아 좋습니다.

* 각종 대리석 무늬, 줄무늬, 여러 문양 종이 (패턴 페이퍼)

* 각종 “포맷” 혹은 “레트라 세트” 라인 패턴 (줄무늬 패턴) 혹은 문양 스티커들

(*표식된 자료들은 원하신다면 보내드릴 수도 있습니다.)

자유 분방한, 번지는 효과의 하늘 채색 기법

A 기법

이것은 (물을 사용하기 때문에) 축축하고 물범벅이되는 어수선했던 과정입니다. 그러니 재밌게 해 보세요. 실험 정신을 발휘하여! 대담하게!

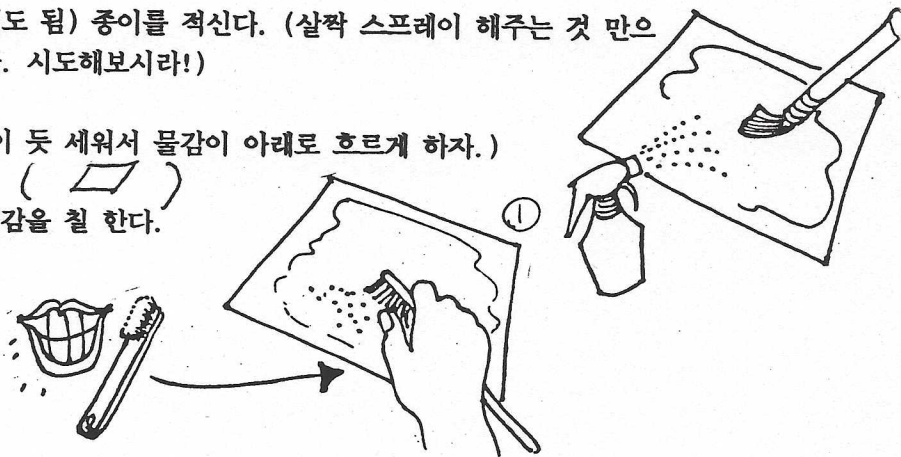
하늘은 1. 다른 얇은 종이에 그려서 오려 맞추거나, 2. 스카치 매직 테이프를 사용, 주위를 프리스켓 기법으로 가려서 배경위에 직접 그리는 방법이 있다. 이때 테이프는 아주 잘 문질러서 딱 붙여야 물감이 번지지 않는다.

붓이나 스프레이를 사용하여 (함께 사용해도 됨) 종이를 적신다. (살짝 스프레이 해주는 것 만으로도 멋지게 얼룩덜룩한 효과를 볼수있다. 시도해보시라!)

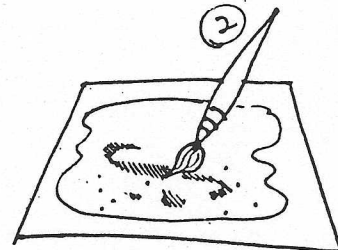
(수직 무늬를 얻기 위해서는 종이를 기울이 듯 세워서 물감이 아래로 흐르게 하자.)

종이가 아직 젖어 있는 동안, 다음처럼 물감을 칠 한다.

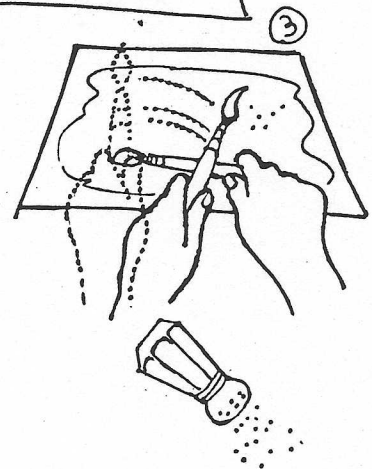
1. 칫솔로 흩뿌린다.



2. 붓으로 직접 종이 위에 점 찍고 돌려 보고 한다.



3. 물감 묻힌 붓을 종이 위에 다른 손으로 친 다른 붓에 부딪혀서 크게 튀게 한다.



*****1,2,3의 절차를 각자, 혹은 함께 사용 가능)

그림 위에 소금을 뿌린다. ***** 매우 중요!!!!!!!!!!!!

색들이 번지며 서로 섞이는 것을 주시 하라.

물감이 잘 흐르게 하려면 스프레이로 살짝 물을 뿌린다. 종이를 기울이며 움직이면서 물 흐르는 방향을 유도하라.

한바탕 신나게 물감과 물과 소금을 더 뿌려라. 마르게 두었다가 좀 더 첨가 해 보라. 얼룩 점들이 너무 진하면, 물을 적시고 흰 물감으로 흘 뿌려라.

원한다면, 헤어 드라이어로 말려서 흐르는 것을 막을 수 있다.

물감을 가지고 놀아 봅시다! 어질러 보자구요! 당신의 “손가락”으로 물감을 좀더 발라보고, 아주 잘 말린후에, 테이프를 제거한다.

그 외의 기법

B 를 하려면: 이 것은 어떤 책에서 나온 그래픽 패턴을 제록스 카피하여 만든 것입니다. 파란 이것을 파란 물감으로 연하게 위에 덧 칠하여, 오려서, 그림 위에 붙인것임.

C 를 하려면: 이들은 반투명 “포맷” 패턴지와 스티커 패턴지를 오려서 스프레이 폴로 접착 시킨다.

D 를 하려면: 이것은 칫솔로 튀겨 얻은 효과이다. 프리스켓으로 가리고 그 위에 물감을 튀겨 보자.

어떤 경우에는 칼라 대리석 무늬나 다른 패턴 무늬 종이를 사용하게 될 것이다. 칼라 복사하여 잘라서 스프레이 폴로 직접 그림에 붙인다.

어떤 곳은 스티커 식의 “레트라세트” 별이나 여러 모양들을 그림에 바로 붙여도 됩니다.

이 모든 것은 모비우스 별을 재미있게 지낼 수 있는 곳으로 만들기 위함이니, 한번 즐거운 기분으로 창작에 임해 주시기 바랍니다. 멋진 작품 기대하고 있습니다.

로라 리 라이잭

SPATTER & DALL
WET-SPATTERS
(SPATTERS & DALLS)

(A)

(B)

WASH
OVER
XEROX
(WASH OVER XEROX)

(C)

ZIP-A-TONE
「포퍼」의
소리
(ZIP-A-TONE)

(D)

TOOTH BRUSH
SPATTER
(TOOTH BRUSH SPATTER)

EXTERIOR MOBIUS -ESTABLISHING-SHOT
SONIC THE HEDGE HOG SHOW

Laura Lee Doyle



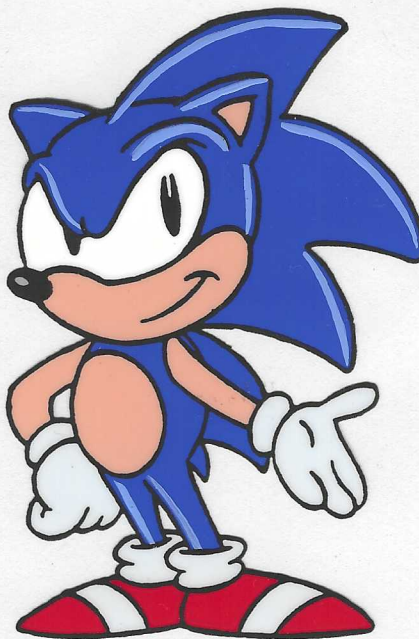
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ADVENTURES OF SONIC

"FINAL"

SONIC IN MON AMI COLORS



SONIC

@SLYSONIC



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ADVENTURES OF SONIC

"FINAL"

TAILS IN MON AMI COLORS



TAILS

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"FINAL"

ROBOTNIK IN MON AMI COLORS



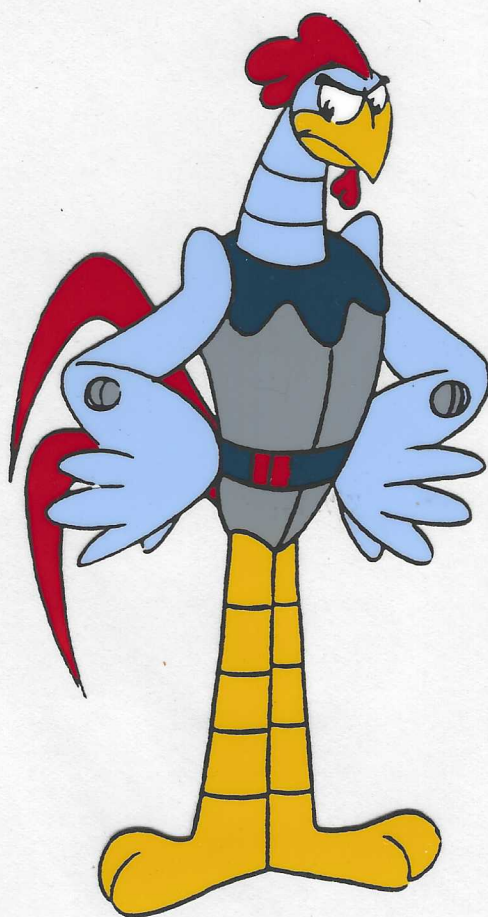
DR. ROBOTNICK

#238-100

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"FINAL"

SCRATCH IN MON'AMI COLORS



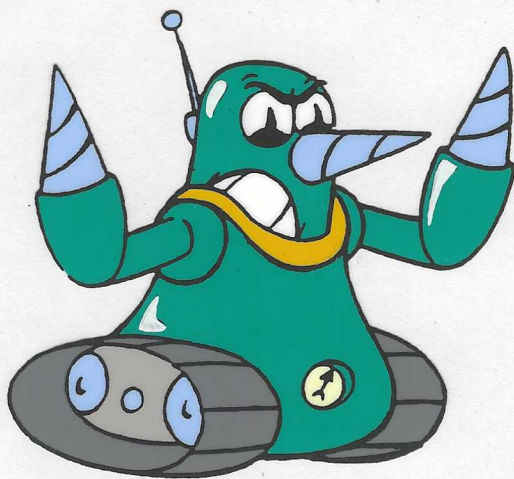
SCRATCH

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GRUNDER IN MON AMI COLORS



GRUNDER



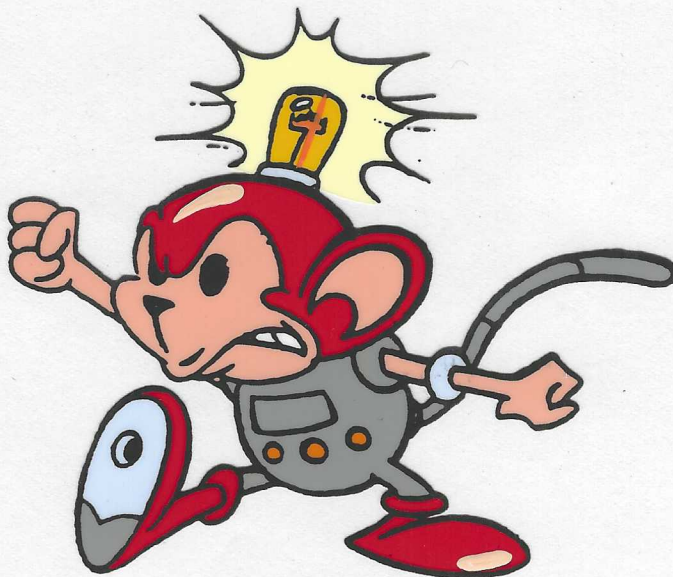
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ADVENTURES OF SONIC

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COCONUTS IN MON AMI COLORS



COCONUT'S

"FINAL"

MOD. # 238-100 EPISODE TITLE: STOCK
MODEL # 2 DESCRIPTION: "SONIC SAYS" LOGO

SONIC



SAYS

"FINAL"

PROD. # 238-100 EPISODE TITLE: STOCK

MODEL # 2 DESCRIPTION: "SONIC SAYS" LOGO

Mon
Ami
Z

* B.G. Color is I.3

$\frac{CB.2}{CB.3}$ (Hi)

CB.5

B0.2

SONIC

W

X.66

NR.6

CB.5

X.66

CB.0 w (Hi)

B.G. * I.3

SAYS

CB.5

B0.2

ADVENTURES OF SONIC THE HEDGEHOG

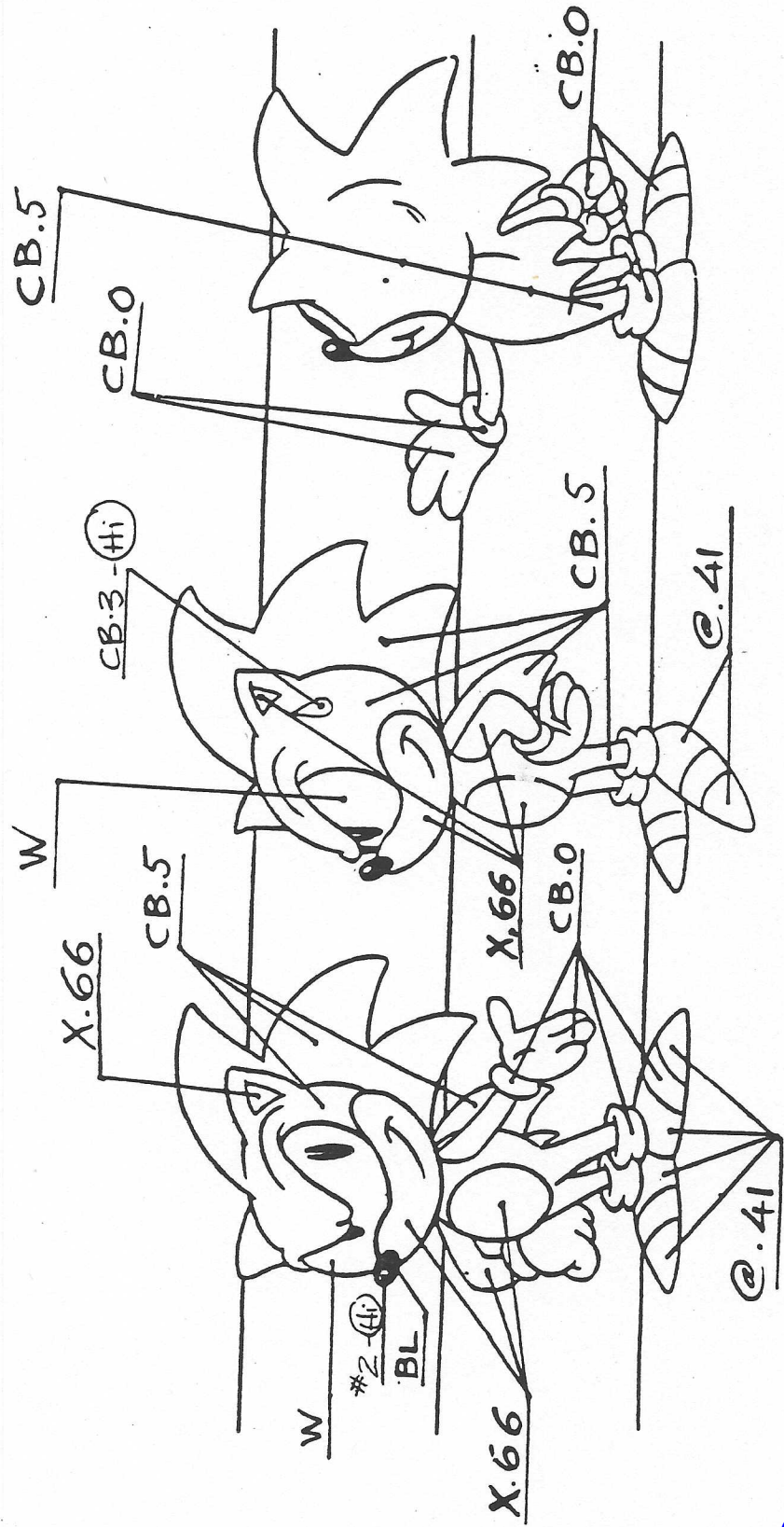
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SONIC THE HEDGEHOG MON AMI	

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PG NO. _____
SC NO. _____

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"FINAL"

*EYE & TEETH: W
INSIDE MOUTH: X.36
TONGUE: RP.2
GUMS: RP.3
CAVITY: X.43



ADVENTURES OF SONIC THE HEDGEHOG

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ADVENTURES OF SONIC
THE HEDGEHOG

SONIC SPIN
MON AMI

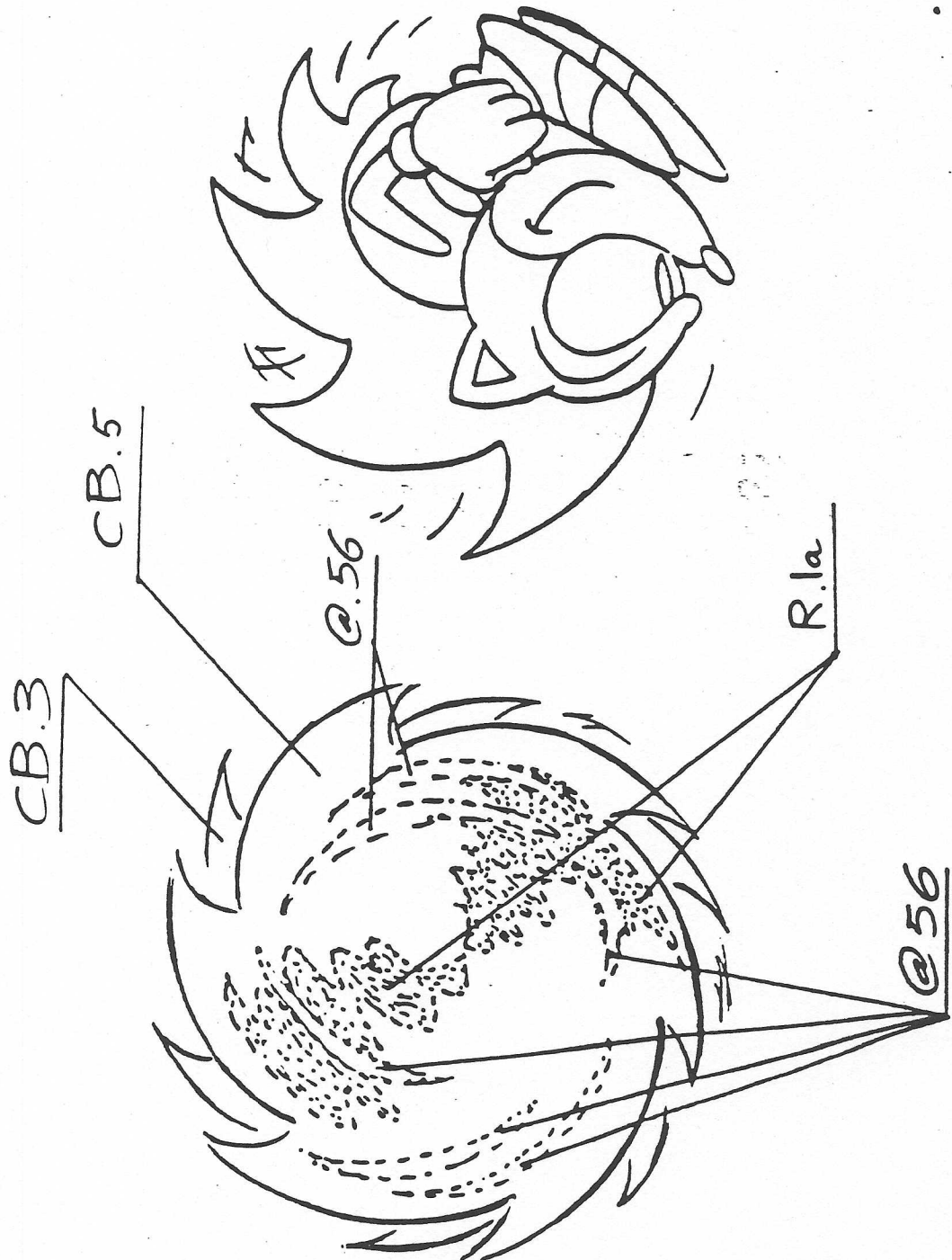
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REVISED



"SONIC THE HEDGEHOG" - PROMO

TAILS
MON AMI

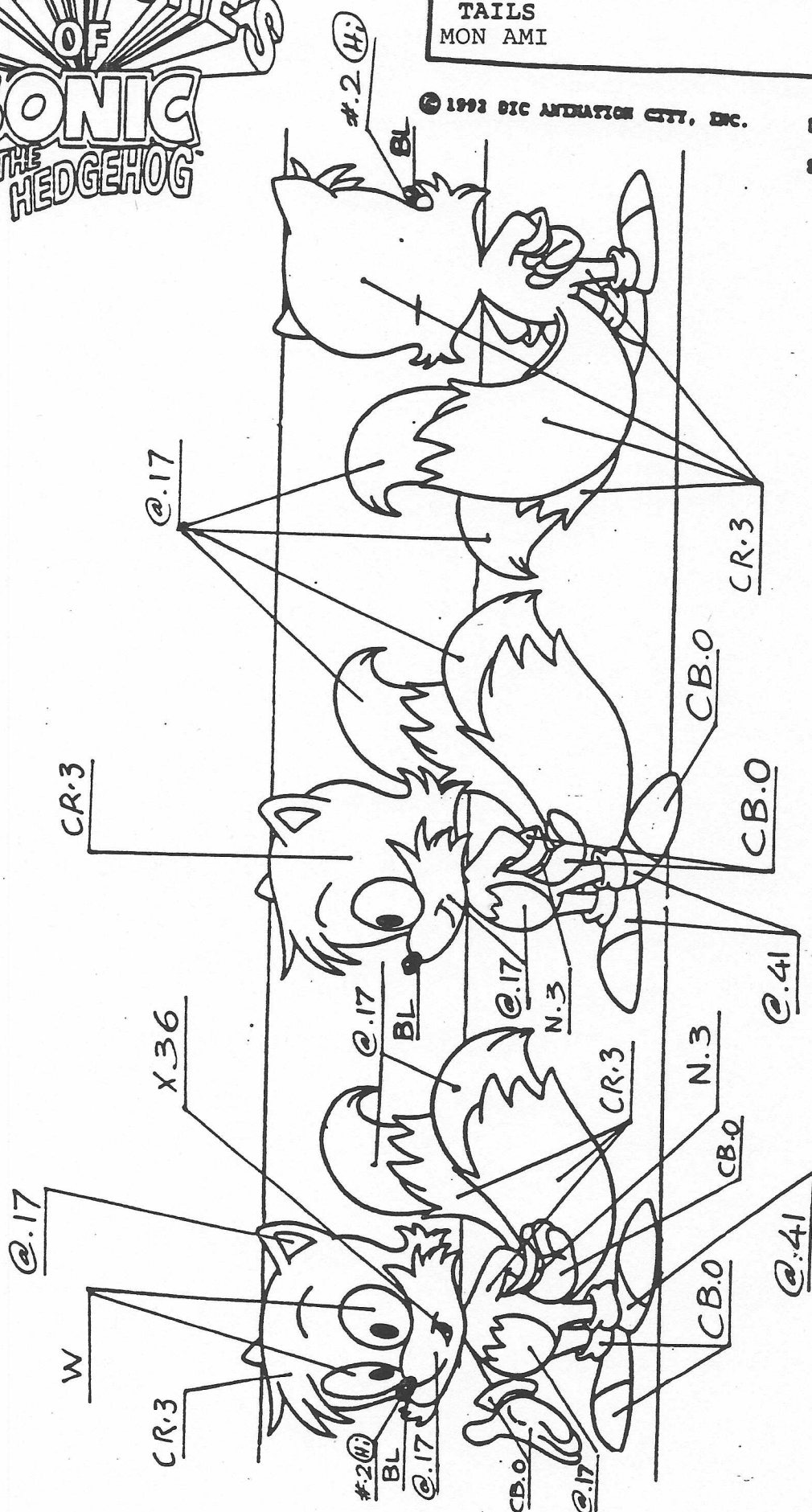
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PG NO. 5

8C. NO. 9

100

9



@SLYSONIC

THE
ADVENTURES
OF
SONIC
THE
HEDGEHOG

5
Y

"SONIC THE HEDGEHOG" - PROMO

node

10

PG NO. 10

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"FINAL"

REVISED



#052-123	"SONIC THE HEDGEHOG" - PROMO
COCONUTS MON AMI	

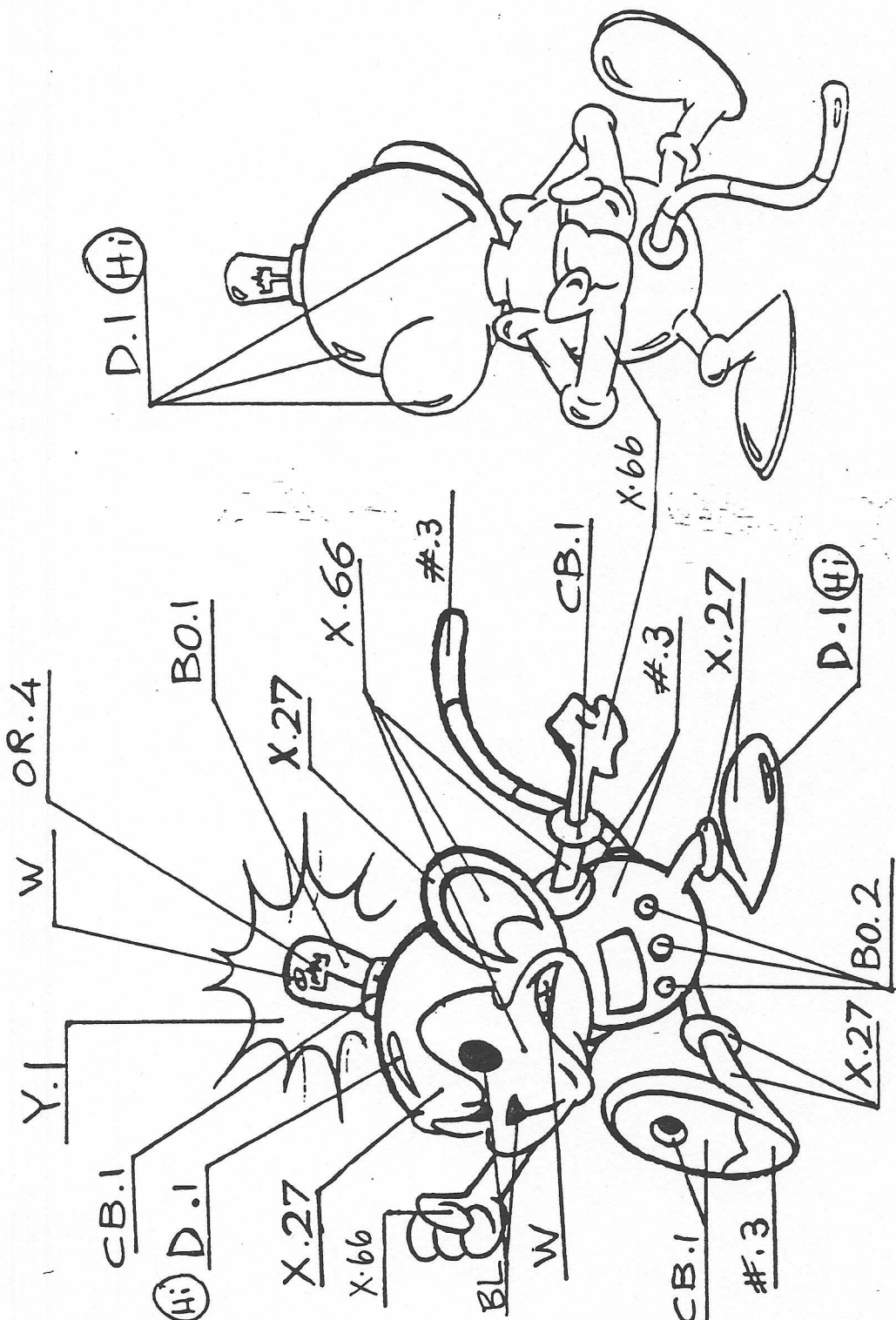
model

30

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PG NO. _____

SC NO. _____



@SLYSONIC

ADVENTURES OF SONIC THE HEDGEHOG

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ADVENTURES OF SONIC
THE HEDGEHOG

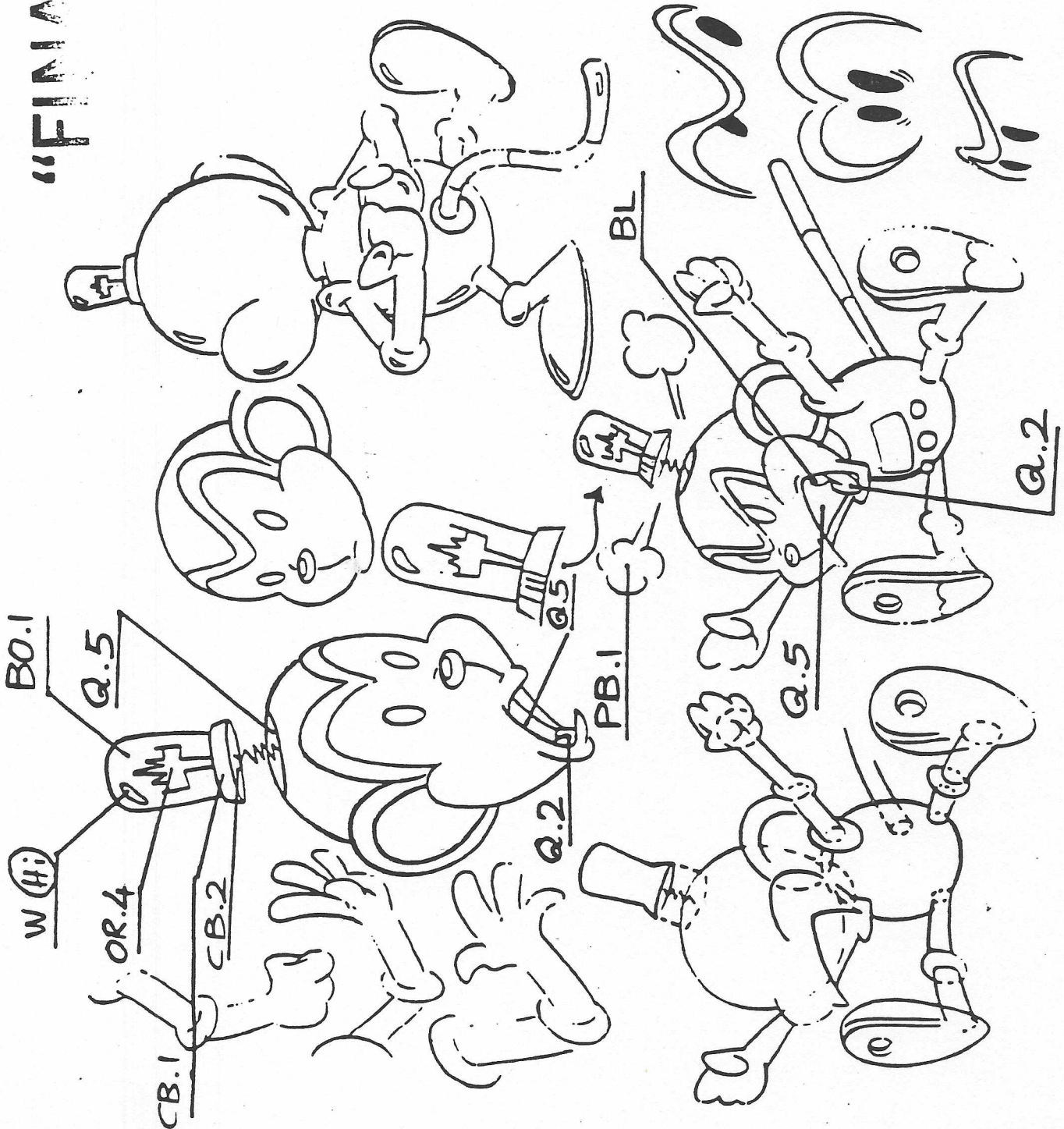
COCONUTS
MON AMI

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PG NO.

SC NO.

"FINAL"



REVISED

"FINAL"



#052-123	"SONIC THE HEDGEHOG" - PROMO
GROUNDER MON AMI	

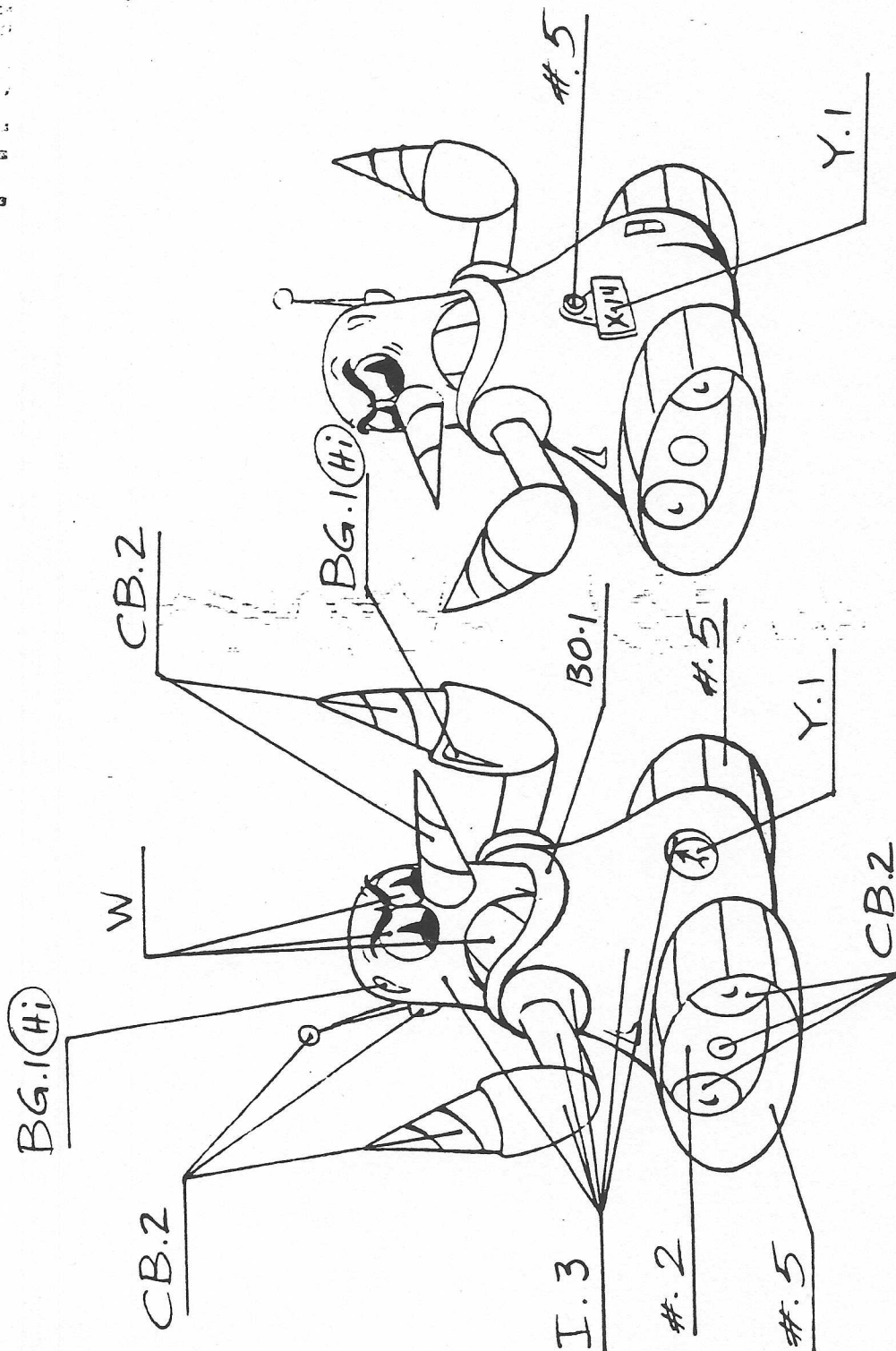
model

29

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REVISED

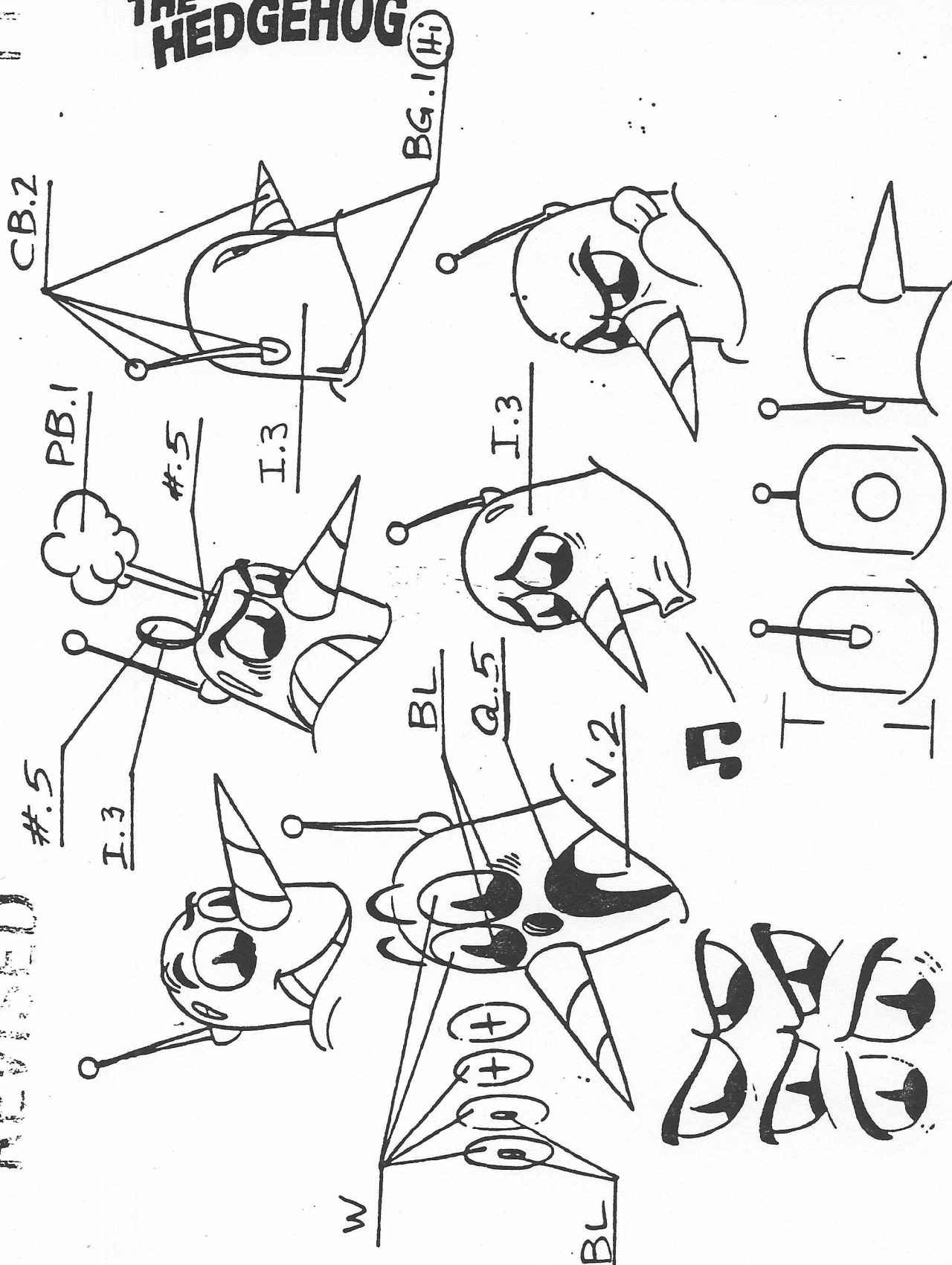
"FINAL"

ADVENTURES OF SONIC THE HEDGEHOG

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GRUNDER MON AMI	

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PG NO. _____
SC NO. _____



"FINAL"

THE ADVENTURES OF SONIC THE HEDGEHOG

#052-123

"SONIC THE HEDGEHOG" - PROMO

model

SCRATCH
MON AMI

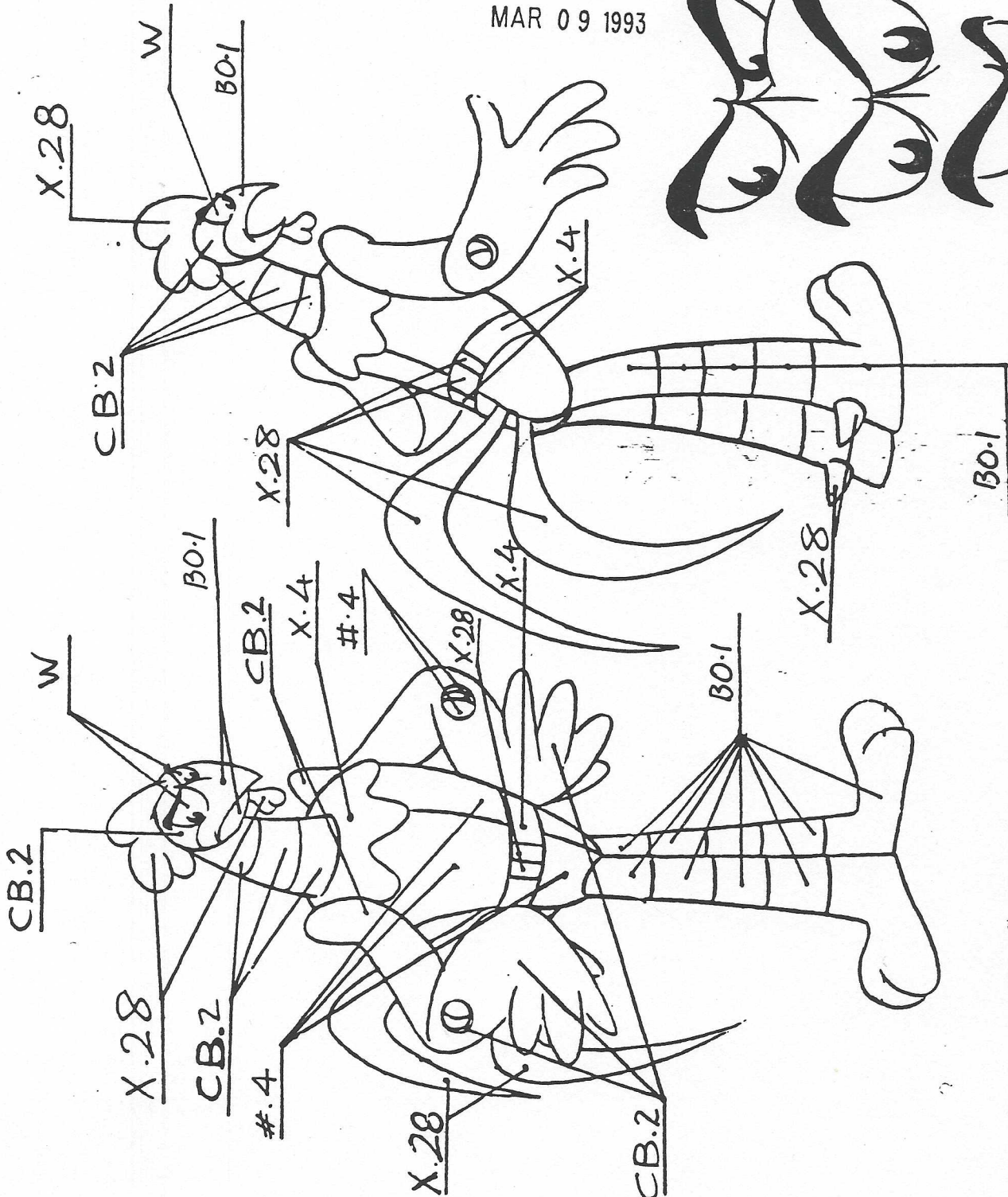
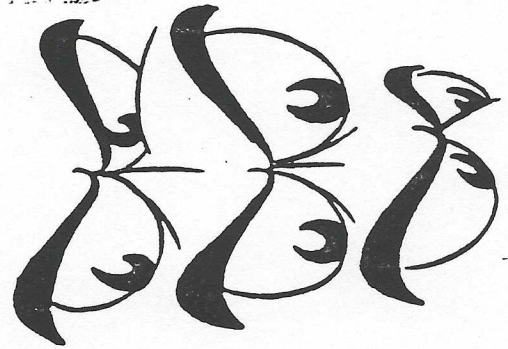
© 1993 DIC ANIMATION CITY, INC.

PG NO. _____

SC NO. _____

REVISED

MAR 09 1993



*EYE & TEETH: W
INSIDE MOUTH: X.36
TONGUE: RP.2
GUMS: RP.3
CAVITY: X.43

@SLYSONIC

"FINAL"

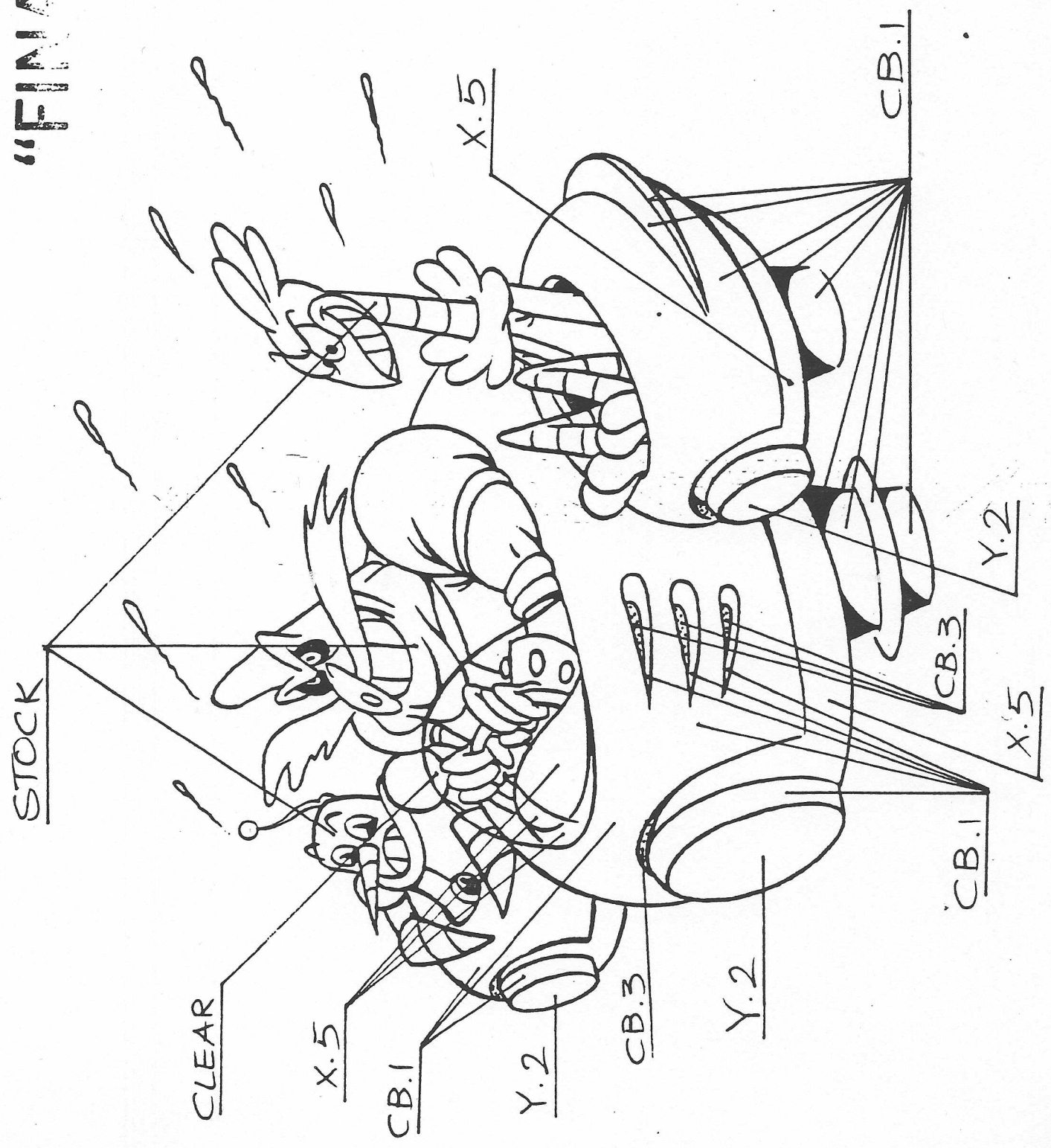
ADVENTURES OF SONIC THE HEDGEHOG

#238-100	ADVENTURES OF SONIC THE HEDGEHOG
EGG-O-MATIC WITH SIDE CARS	
MON AMI	

model
C

© 1992 DIC ANIMATION CITY, INC.

PG NO.
SC NO.



THE ADVENTURES OF SONIC THE HEDGEHOG

#052-123

"SONIC THE HEDGEHOG" - PROMO

ROBOTNICK'S PLANE WITH MACE
MON AMI

Model

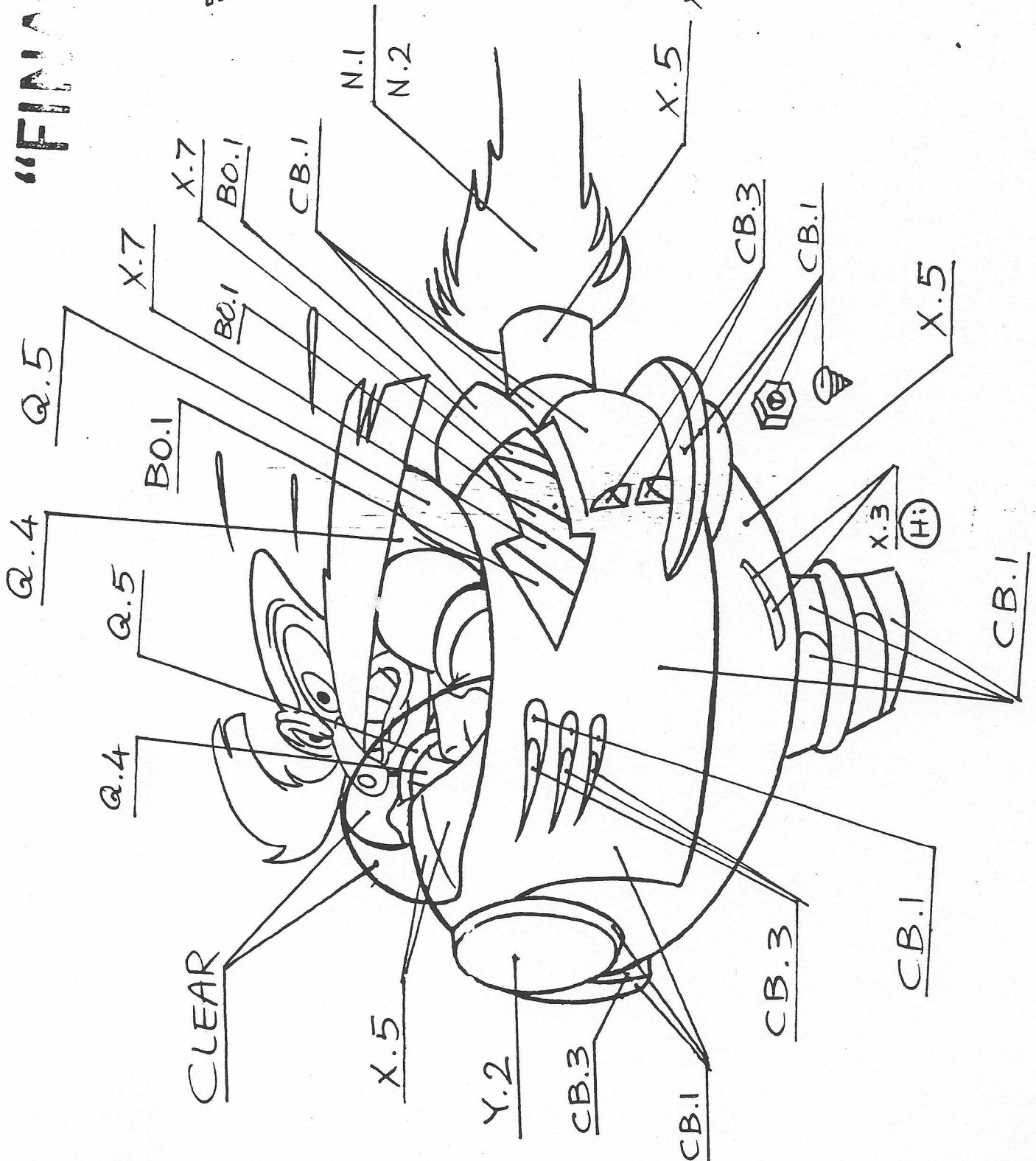
17

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PG NO. 41

SC NO. 44

"FINAL"



"FINAL"

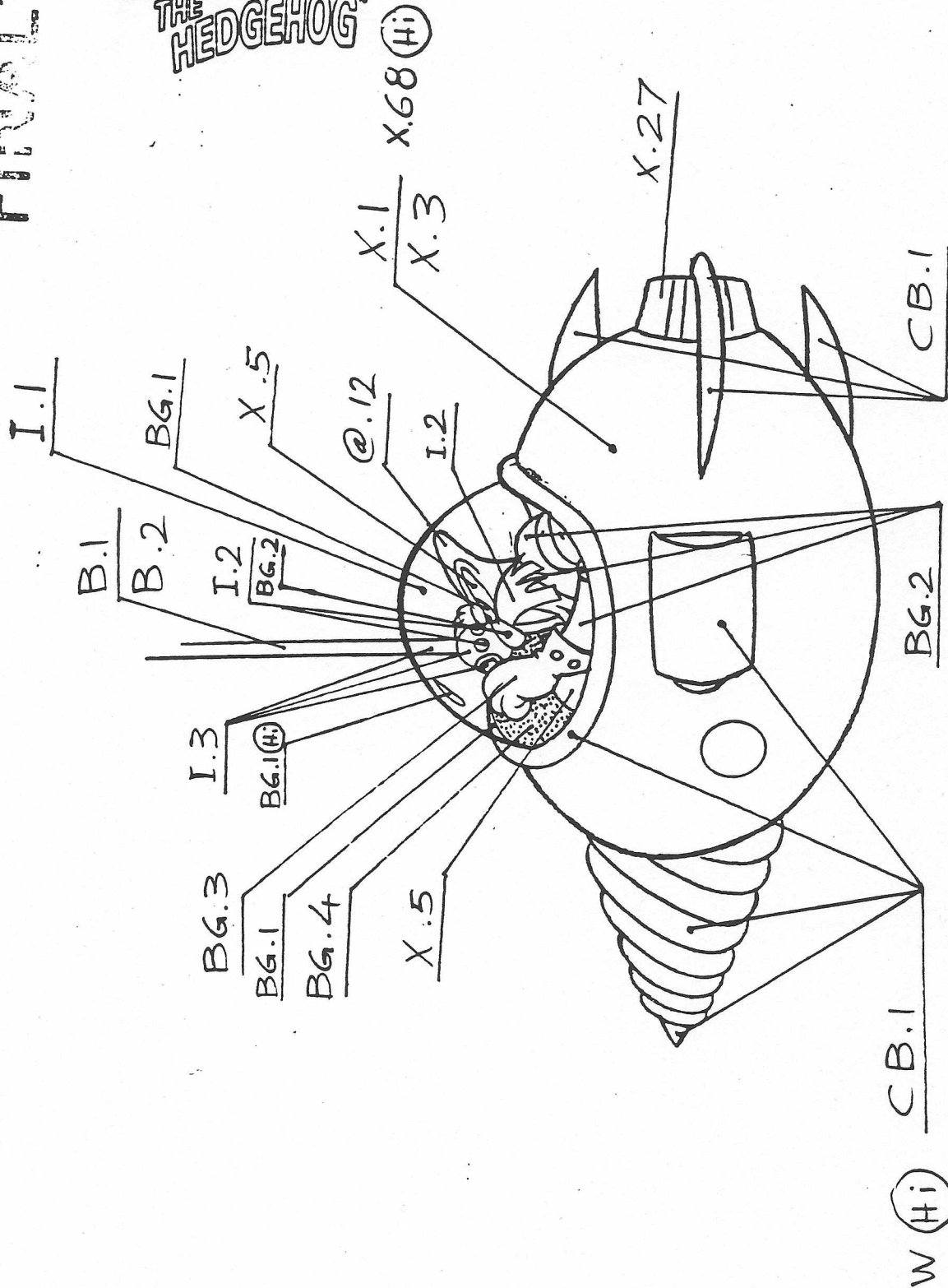


#052-123	"SONIC THE HEDGEHOG" - PROMO
ROBOTNICK'S DRILLING MACHINE	
MON AMI	

Model
11

© 1992 DIC ANIMATION CITY, INC.

PG NO. 31
SC NO. 31





#052-123	"SONIC THE HEDGEHOG" - PROMO
DRILLING MACHINE CONTROL PANEL	
MON AMI	

model

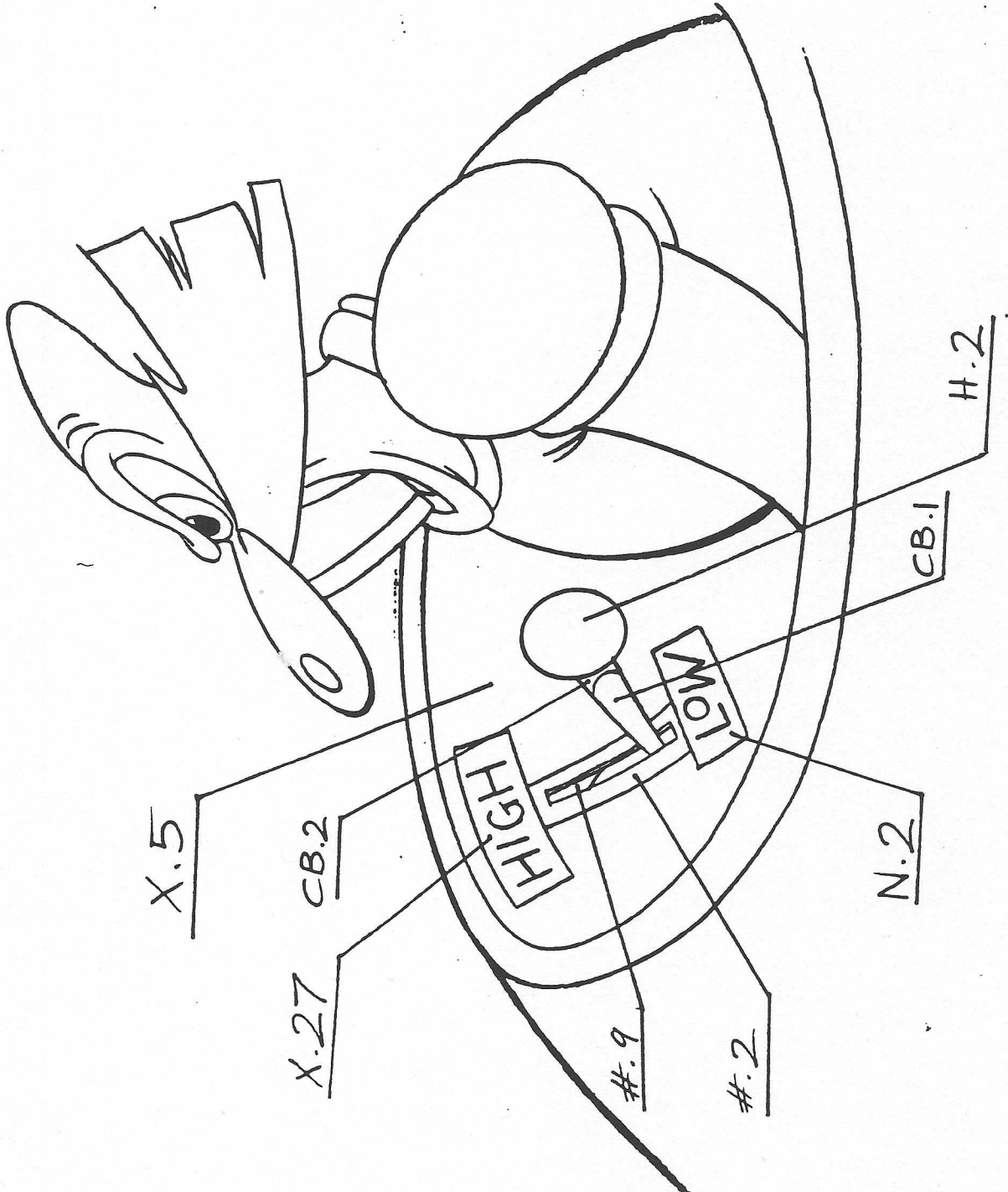
13

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PG NO. 34

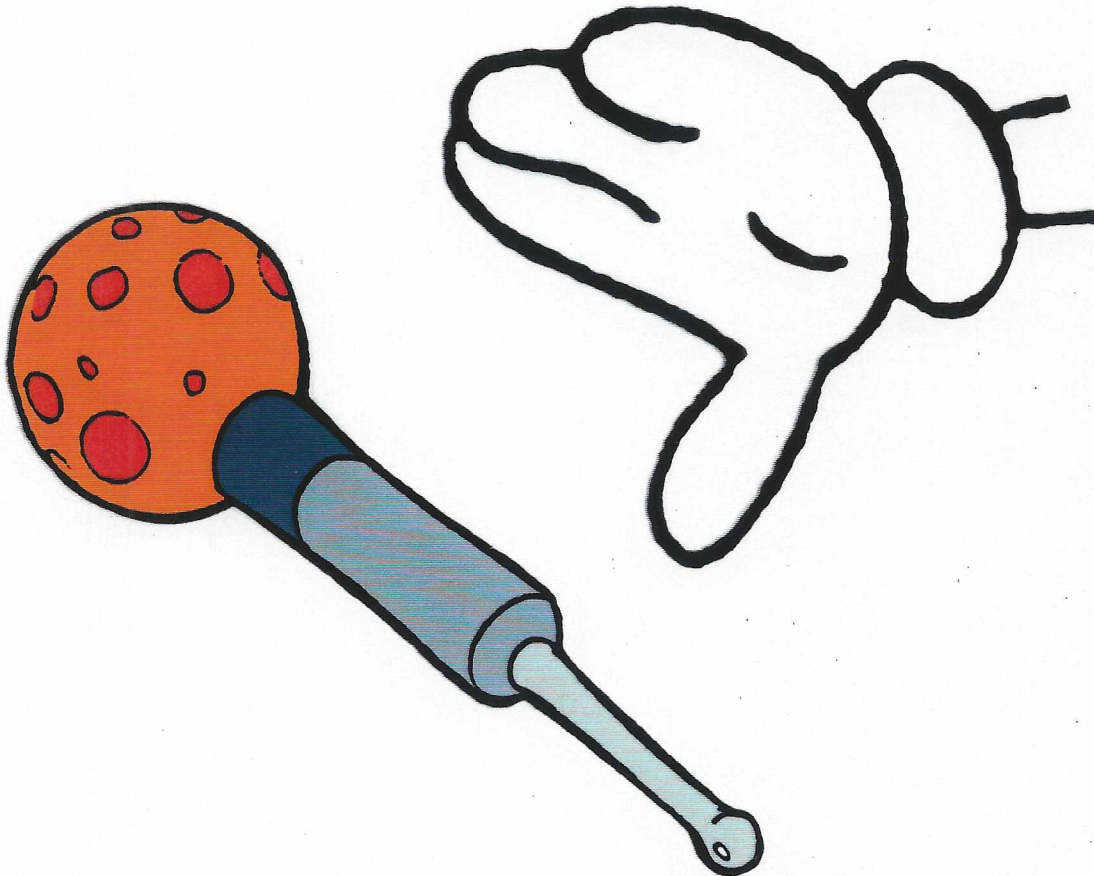
SC NO. 38

"FIM"

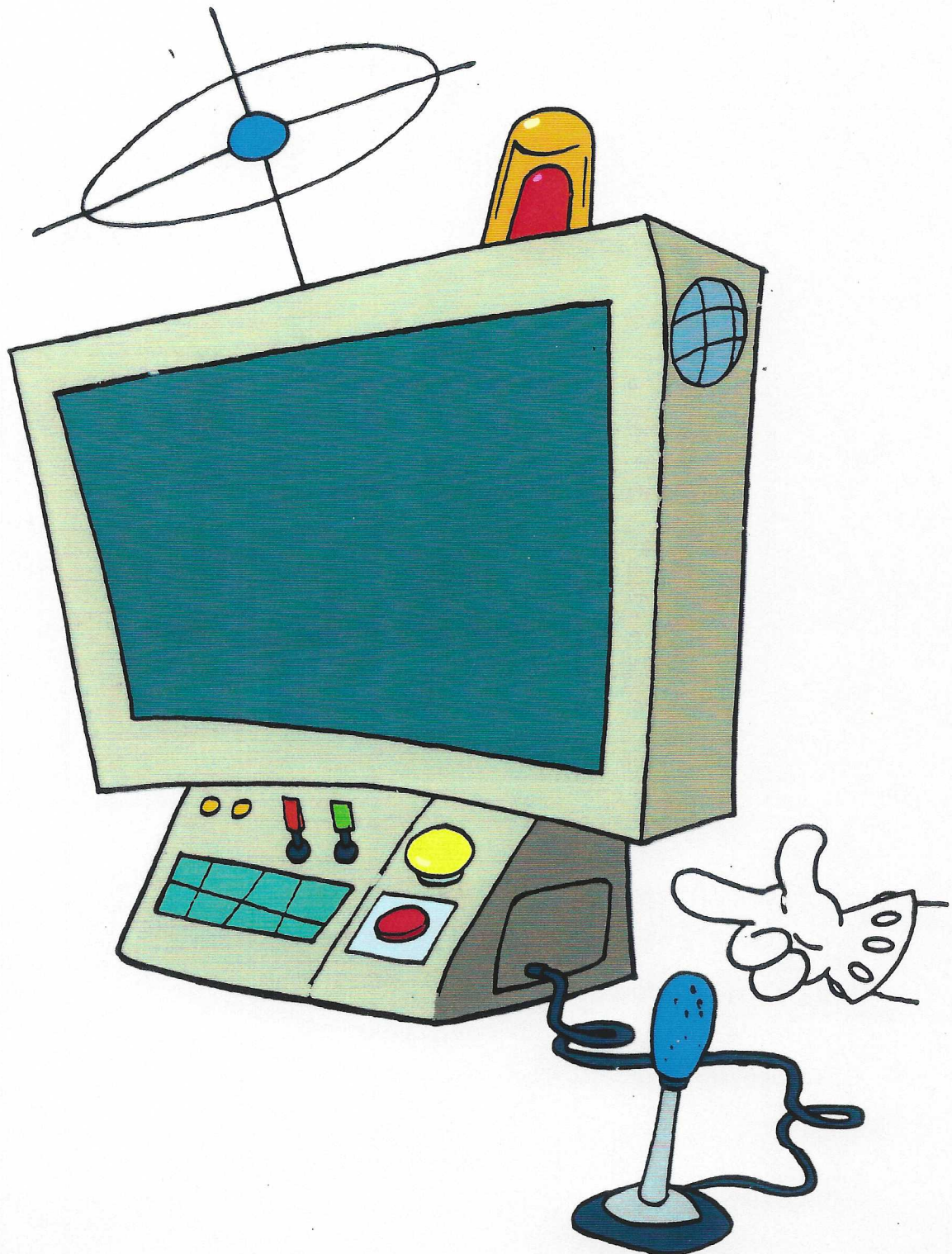


THE EDGE

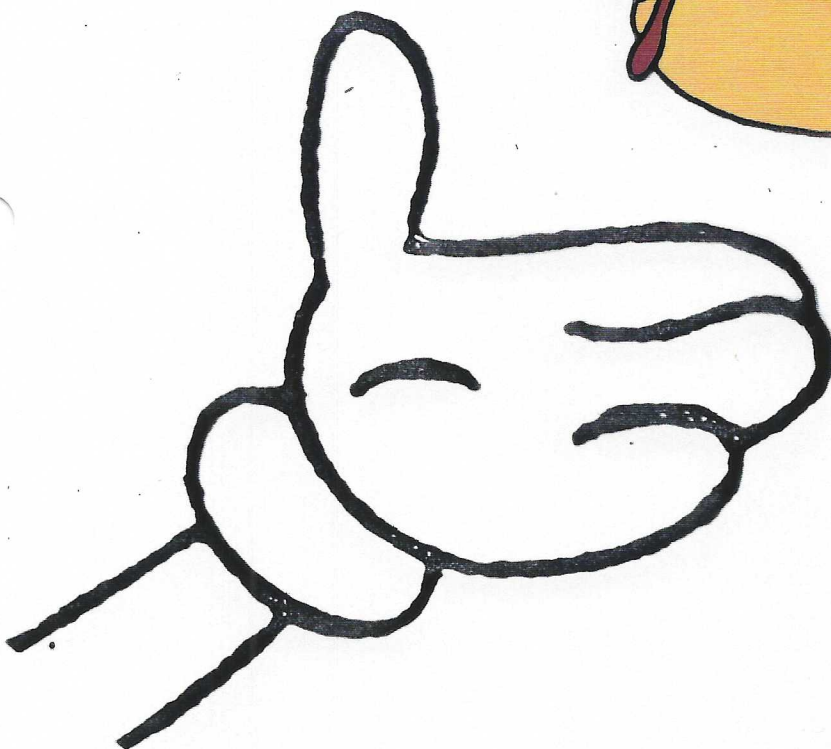
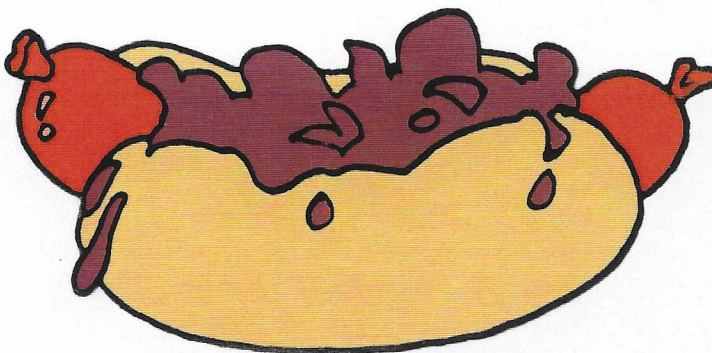
PROD. # _____ EPISODE TITLE: _____
MODEL # _____ DESCRIPTION: MICROPHONE



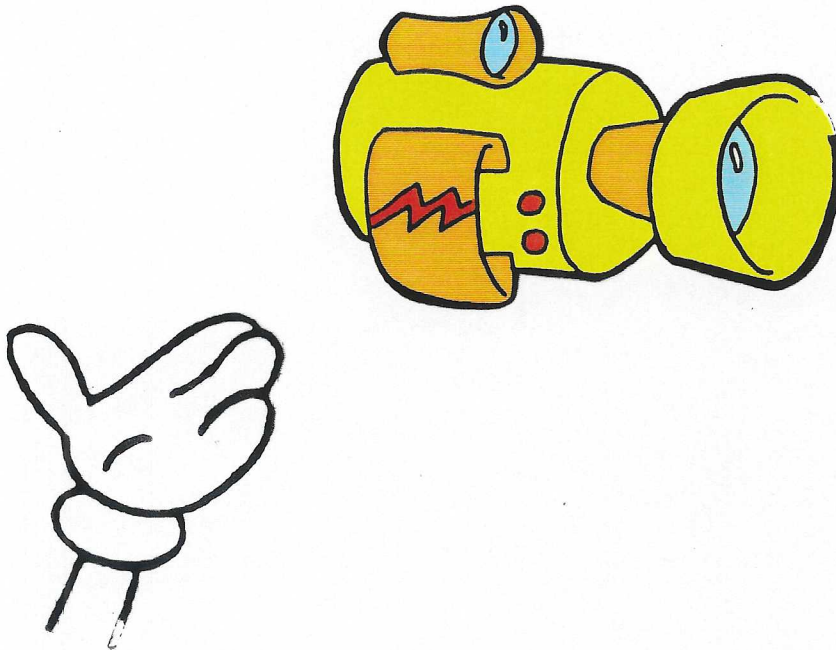
PROD. # _____ EPISODE TITLE: _____
MODEL # _____ DESCRIPTION: VIDSCREEN WITH BUTTONS & LIGHTS



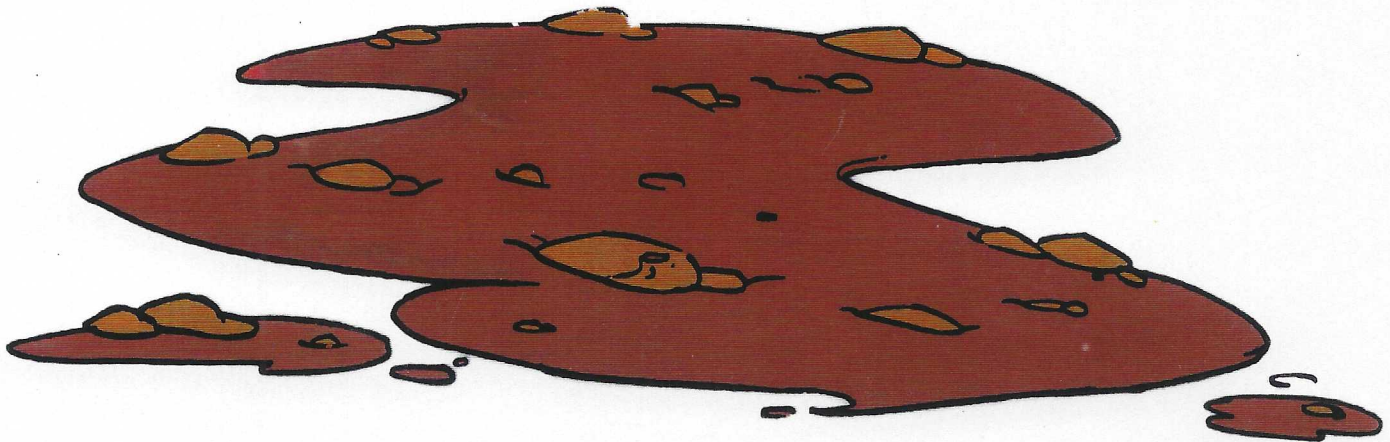
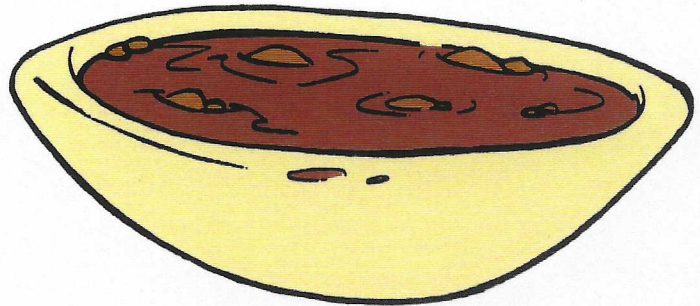
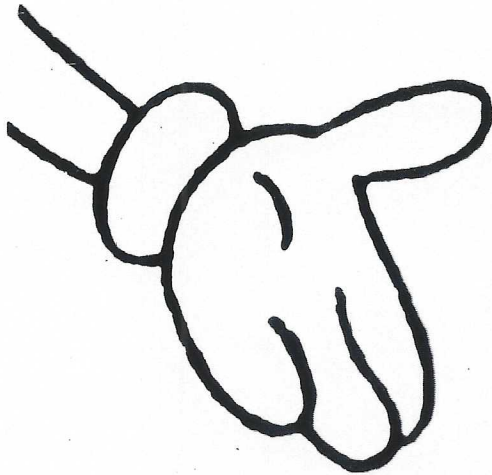
PROD. # _____ EPISODE TITLE: _____
DEL # _____ DESCRIPTION: CHILI DOG



PROD. # _____ EPISODE TITLE: _____
MODEL # _____ DESCRIPTION: VIDEO CAMERA _____



PROD. # _____ EPISODE TITLE: _____
MODEL # _____ DESCRIPTION: CHILI _____



ADVENTURES OF SONIC THE HEDGEHOG

#238-100

ADVENTURES OF SONIC
THE HEDGEHOG

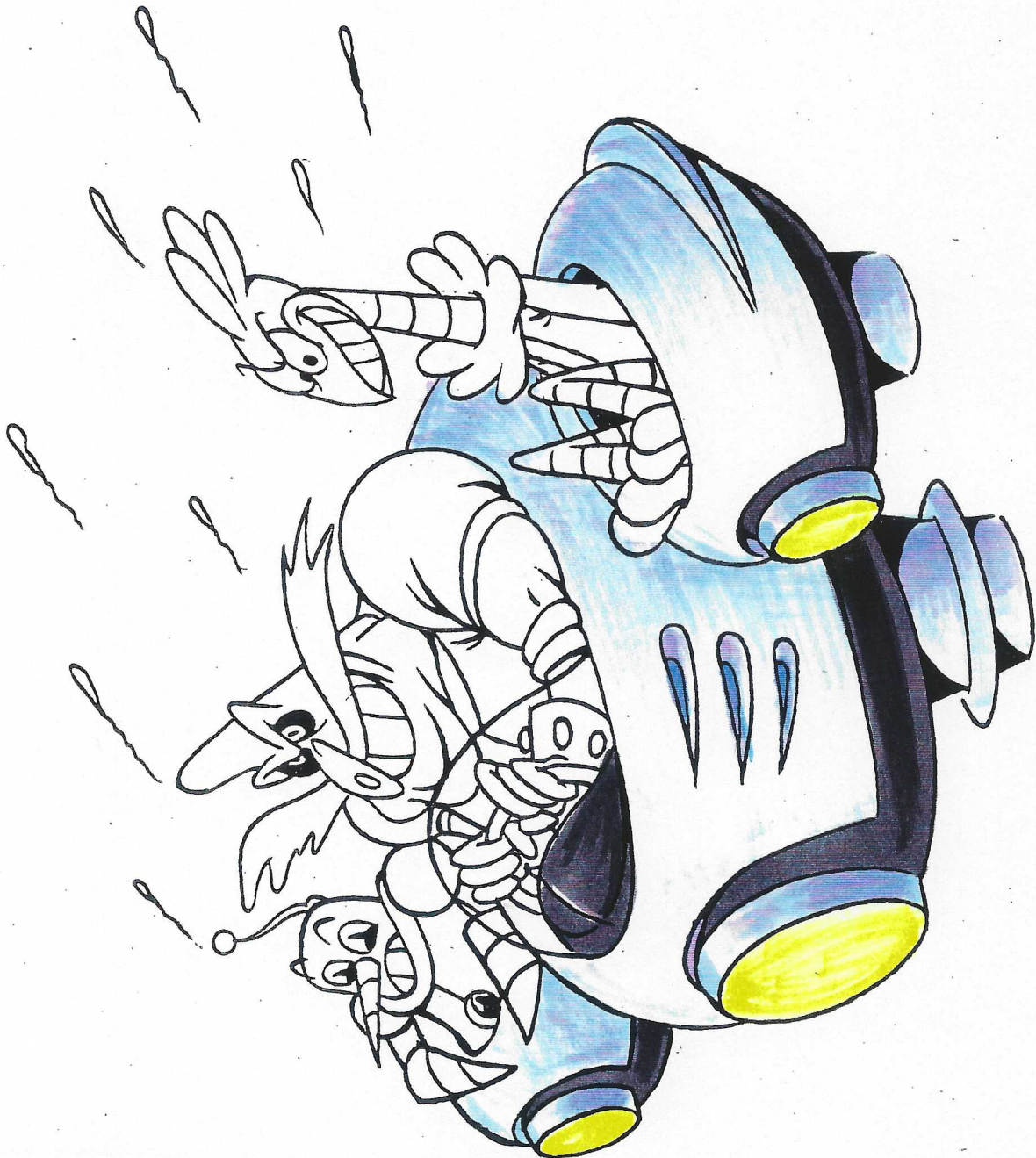
model 1

EGG-O-MATIC WITH SIDE CARS

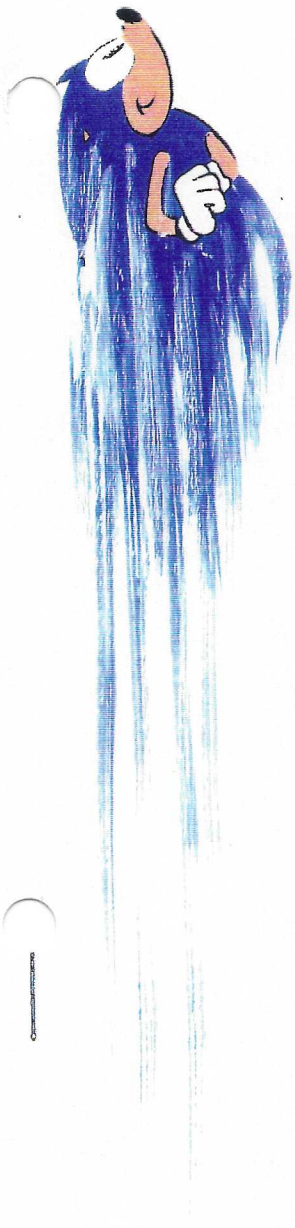
© 1992 DIC ANIMATION CITY, INC.

PG NO. _____

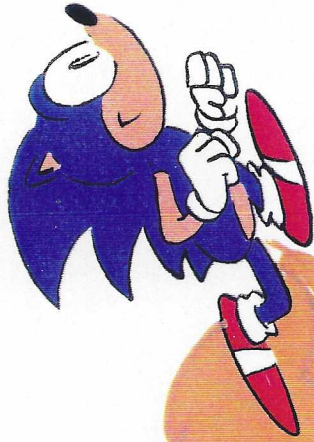
SC NO. _____



VARIOUS SONIC
SPEED FX



STREAK/BLUR



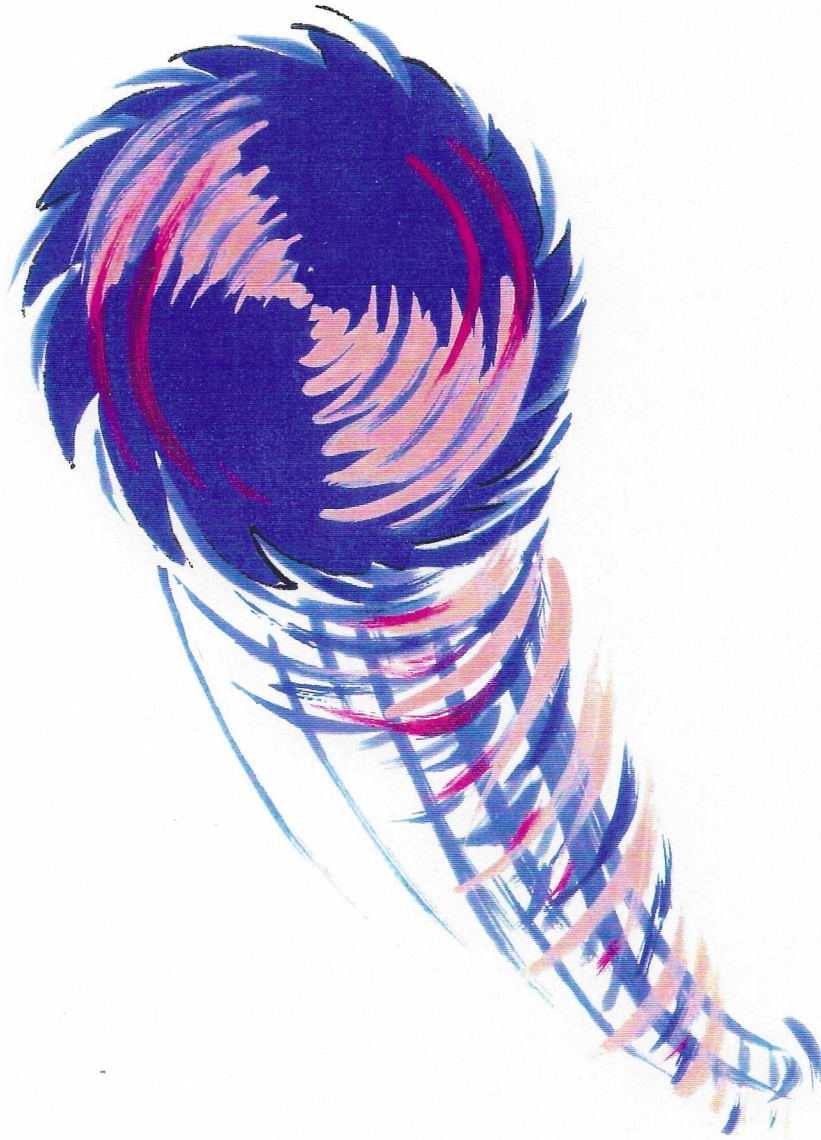
REGULAR RUN w/ DUST FX



LONG SHOT DUST FX

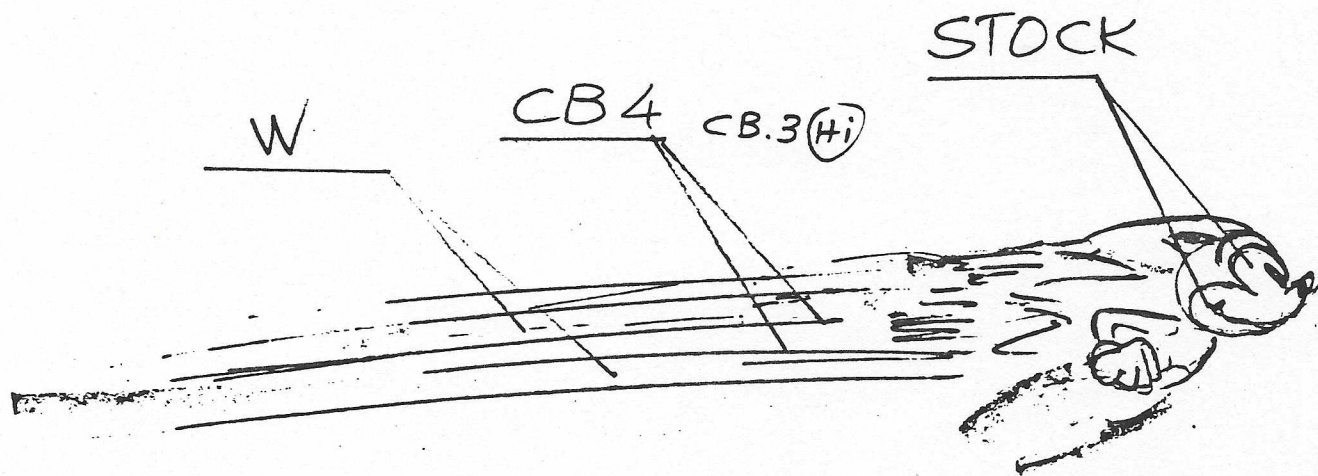


COMET/BLUR (USE ALSO FOR ZIP-OUT)

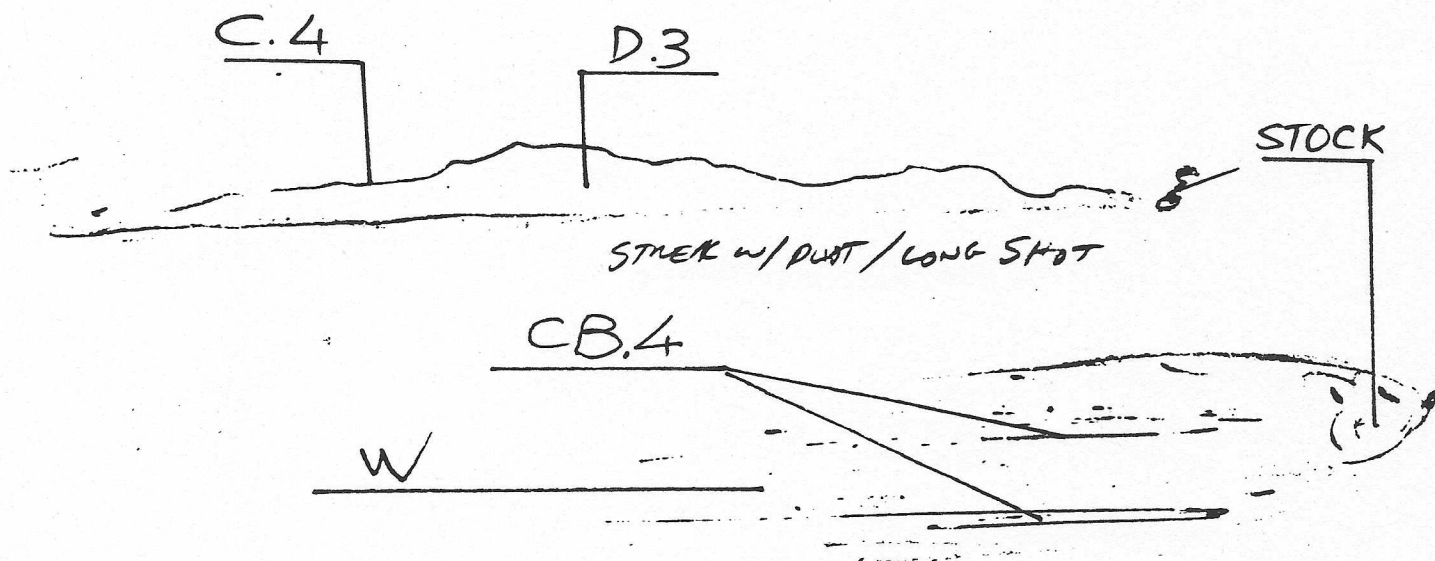
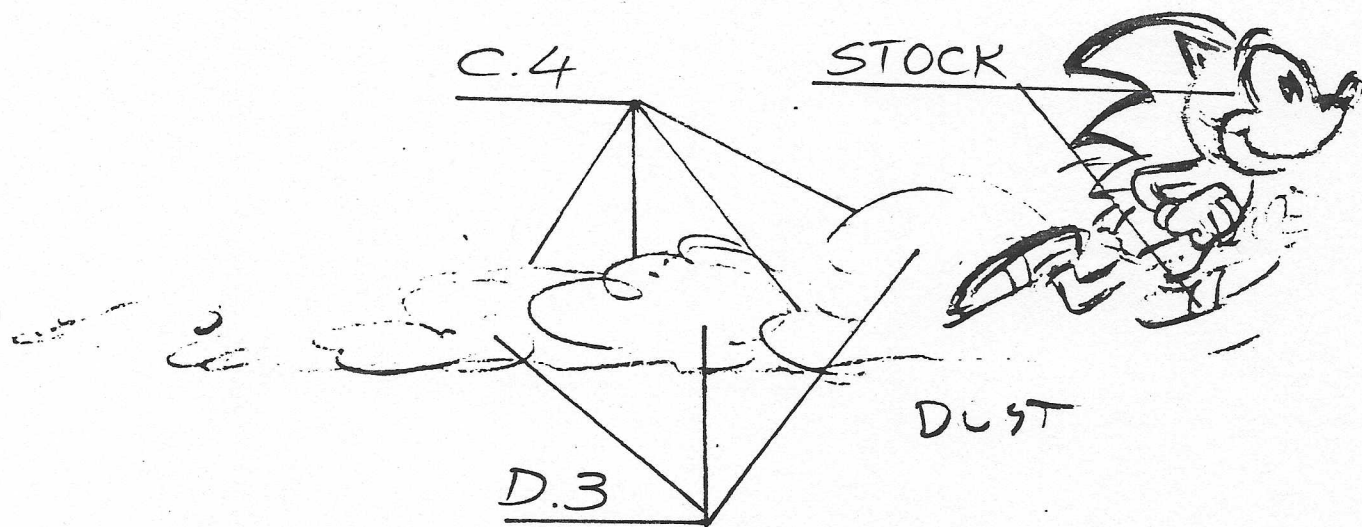


Buzzsaw Fx

Monami



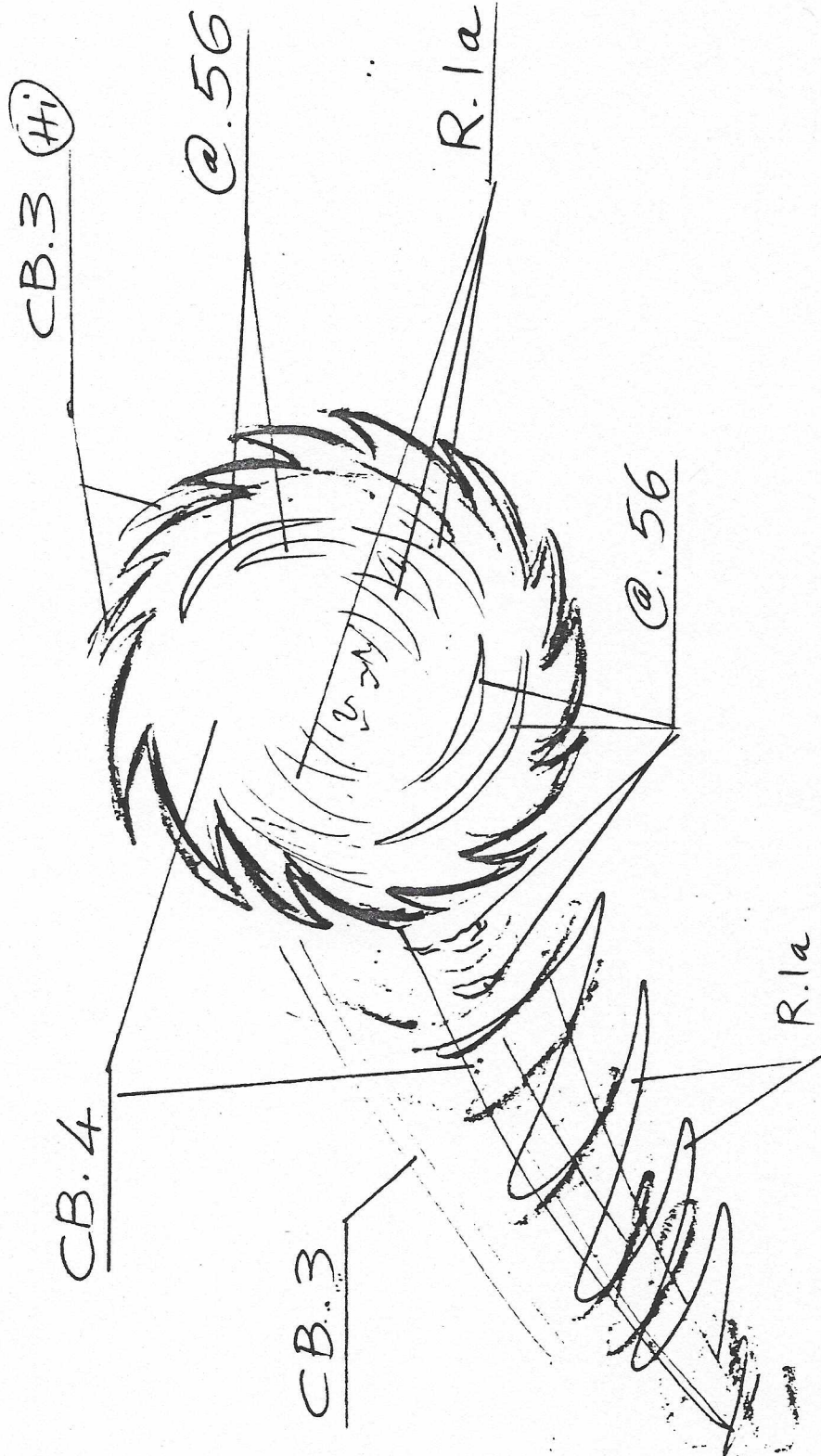
STREAK/BLUR



~~STREAK/BLUR~~
COMET BLUR / ZIP'N/O.T

@SLYSONIC

Monami



Buzz saw
fx

ADVENTURES OF SONIC THE HEDGEHOG

238-100

STOCK COLOR BACKGROUNDS

MARCH 16, 1993

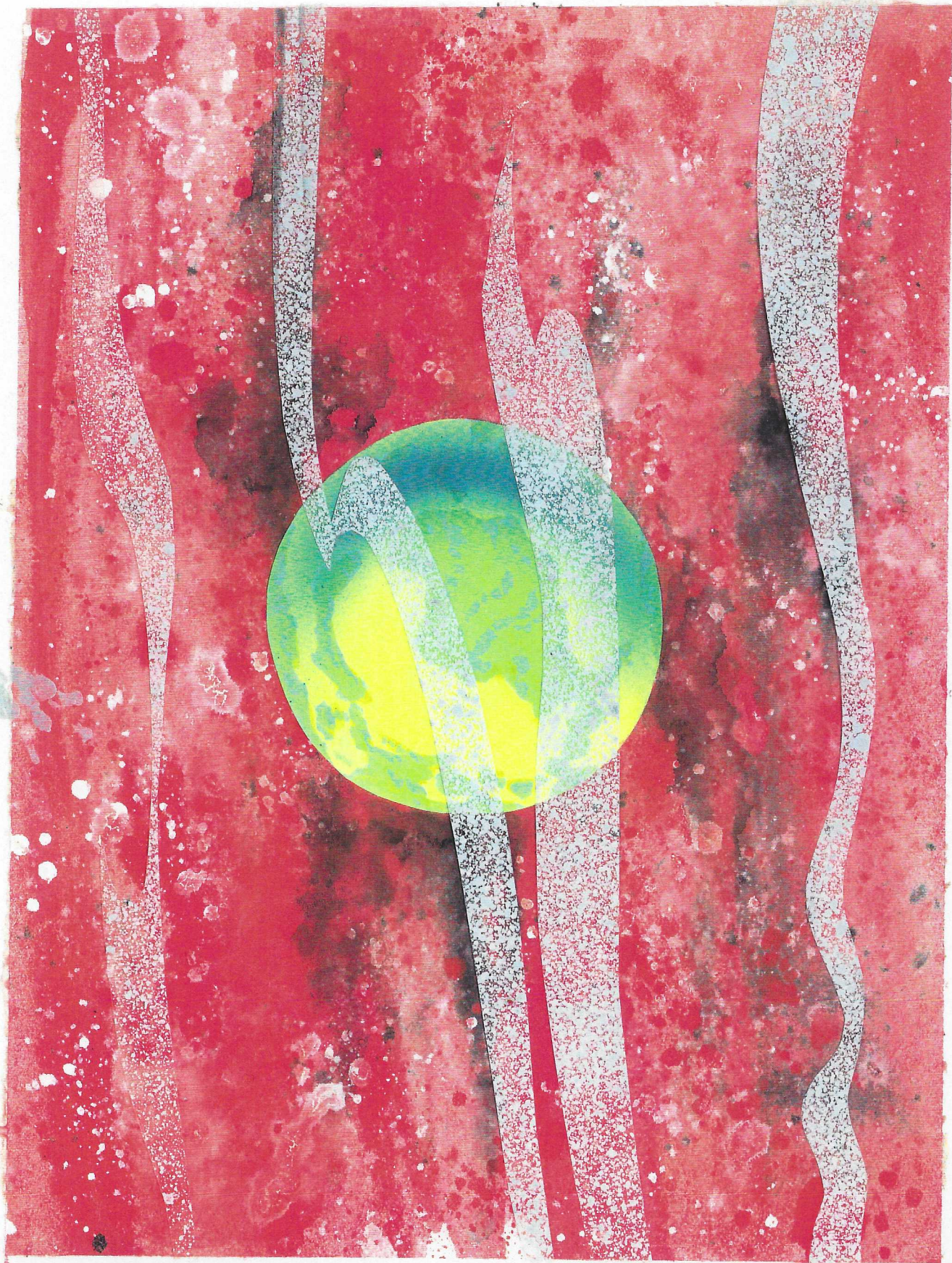
2009.5.5



BG 3

OUTER SPACE

#238-108



#052-123 EXT. PLANET IN SPACE

BG #1



SC24

EXT. SIGN

#052-123



#238-109 EXT MOBIUS - WOODS 1 NEAR ROBOTNIK'S FORTRESS LAB

REVISED



EXT. ROBOTNIK'S HEADQUARTERS "STOCK"

Lana Lee Fyke

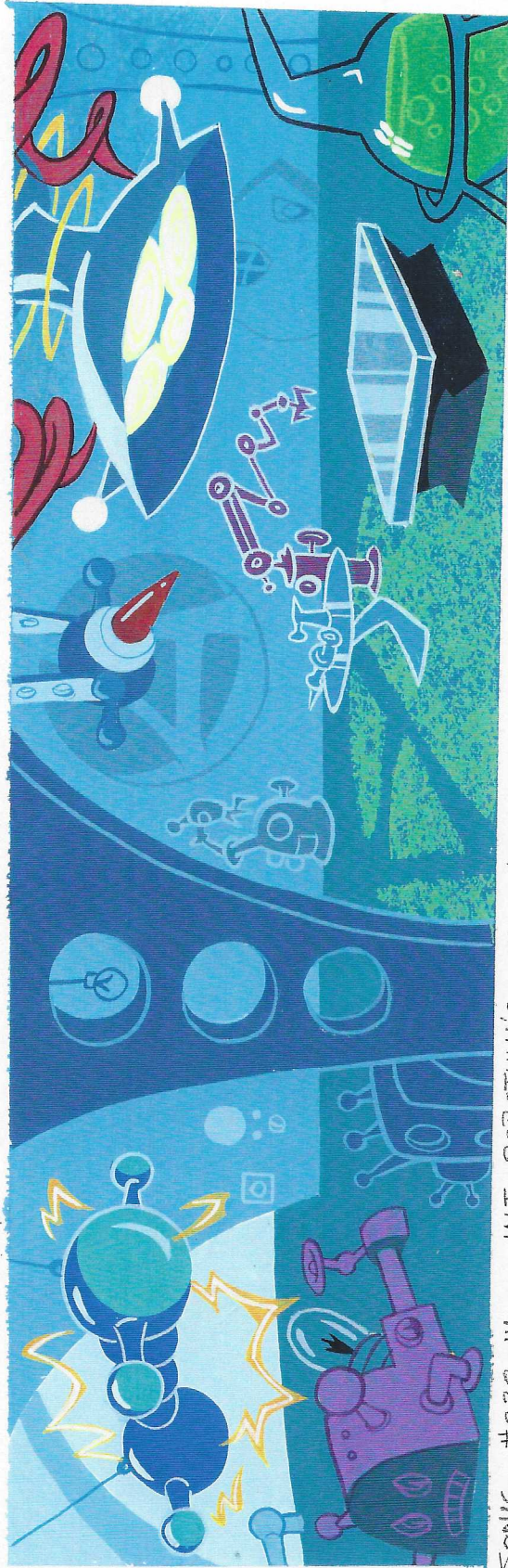


238-100 EXT. ROBOTNIK'S FORTRESS (NIGHT) # 17



6-100744127

113 BEST HEDGEHOG ROBOTNIC DUNGEON "STOC"



SONIC #238-116 INT. ROBOTNIK'S LAB #12

TIMOTHY BARNES.

"K/ISED"



#222-100 INT ROBOTICS FORTE'S

"SUCK"



APPLETON

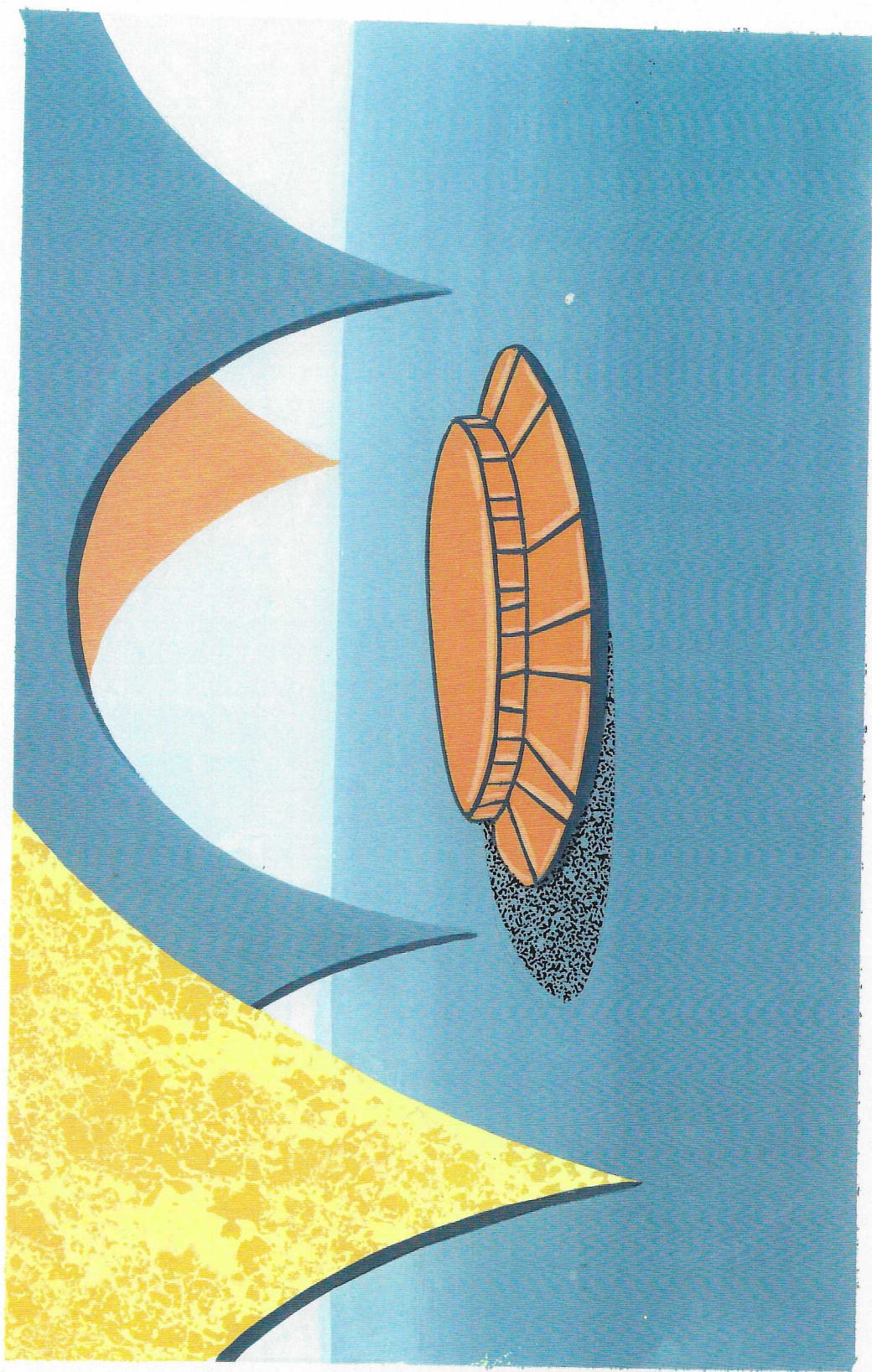
INT. ROBOTNIKS BEDROOM
238-120



GROUCHAMZ

ROBOTNIC HQ
CARD PLAYING SITE

238 - 119
MISSING HI TOPS



#238-117 INT. THE LAB #4



#7385-118 INT. ROBOTNIKS LAB w/SCREEN #10

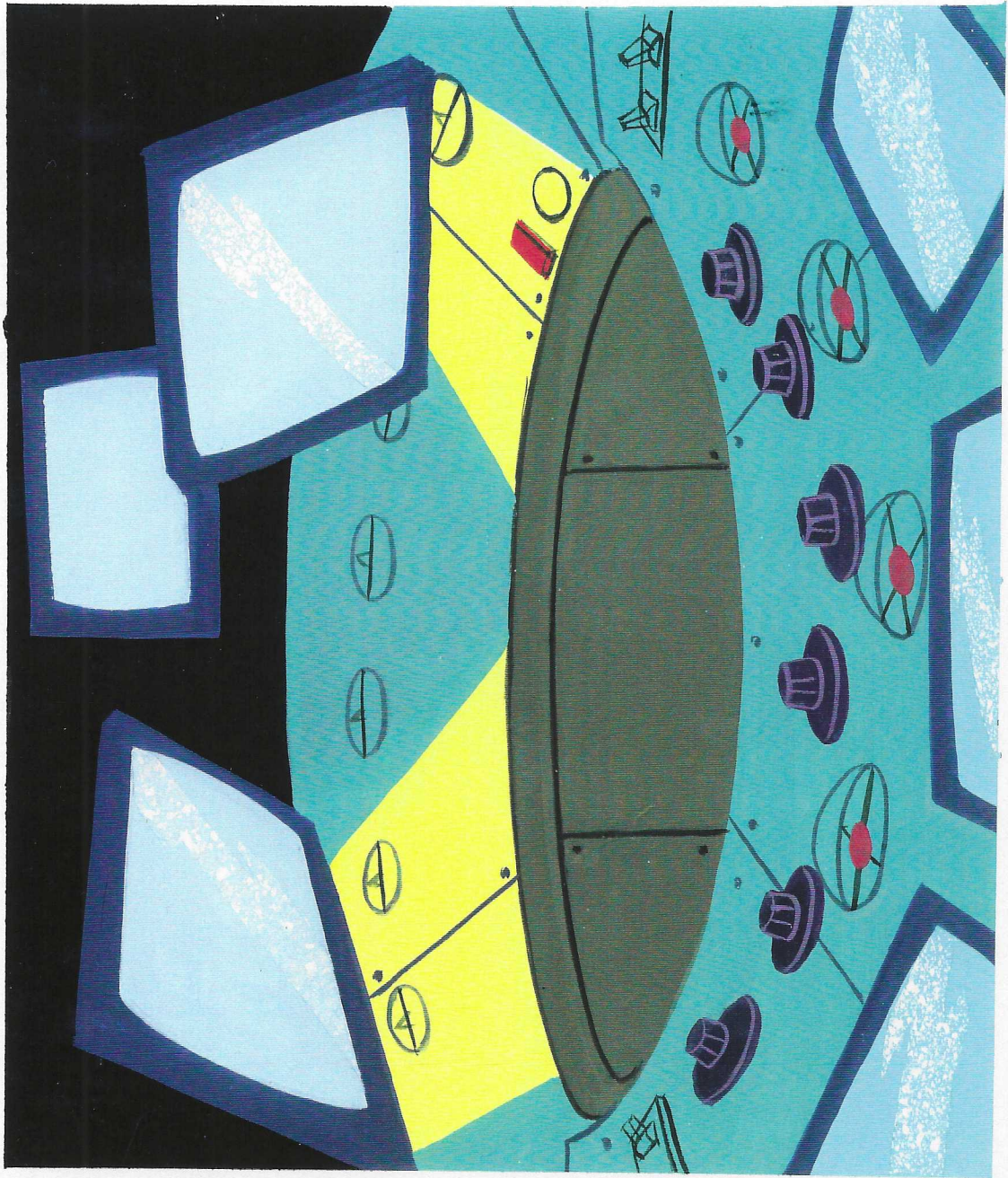


#238-109 IN ANOTHER PART OF REYNOLDS' US #15
"STOCK"



APPLETON

X103 LOVESICK SONIC
EXT. CLIFF TOWN + RESERVOIR #12



#238-107 INT. COCONUTS CARTON 2004 #16



#238-107 INT. SPACER'S CONTROL ROOM #15



#238-118 INT SCRATCH'S ROOM #3



#238-117 EXT. HILLTOP VILLAGE MAIN STREET W/ MAIN SOURCE #15



G. COURTNEY

TURTLE TOWN

146 ROBOlympics



WATER VILLAGE B6 SC.23 B6 #8
#052-123



EXT. MOEGYPTIAN CITY 238-150

Sam Jay Lake



EXT. VILLAGE

Sammy Lee Giblin



141

PINBALL FORTRESS

MOBIUS TOWN

G. COUCHART

0



NUBIUS VILLOT VILLAGE 238-117 #1

Laura Lee-117



James Lee Gaski

INT. CASINO 238-105

132
MOMA ROBOTNIK
RETURNS
PROBOS HOME FOR
PEOPLE - REALLY BAZZAR
G. GOUTHART





SONIC BREAK OUT
729. INC.

OFFICE BUILDING
(CRACK-UP'S)

C. COLTHAMPT

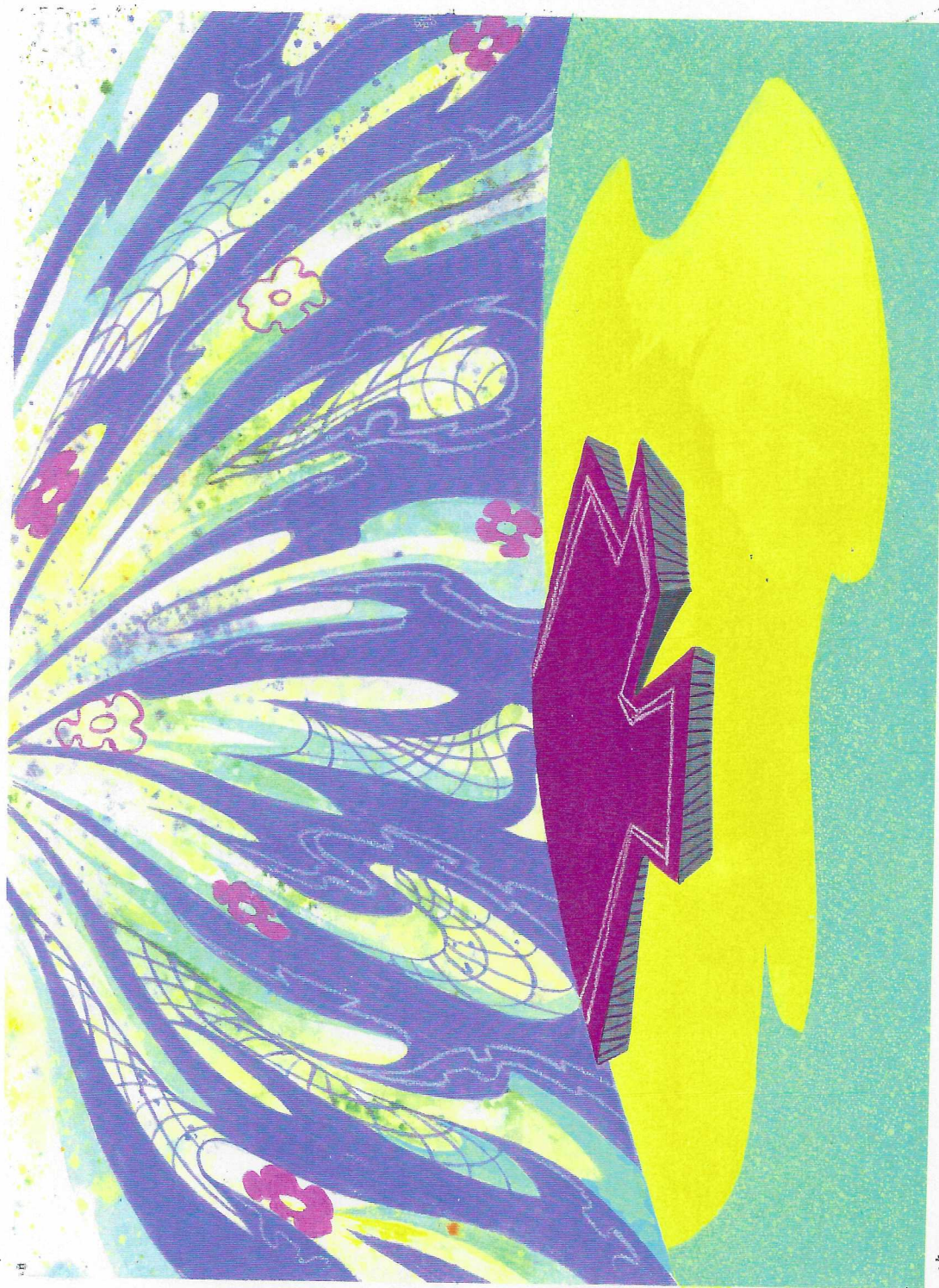
#238-102

(NIGHT)

COMPUTER CONSOLE - Bq 2

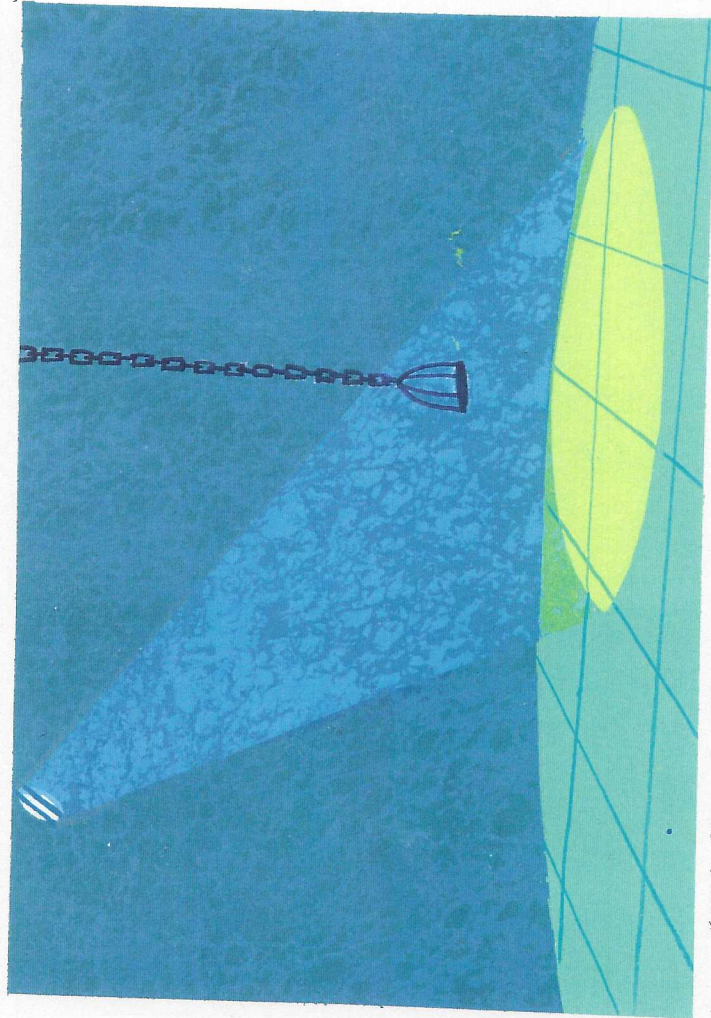


39C-1 ~ 39C-10



Jungle Hiron

#052-123
JUNGLE HIRON
PG #6



SDNIC #238-105 #13 INT UNDERGROUND PRISON FIL T. Banger



#238-126 EST. SHOT - PLANET NOBIUS (AERIAL VIEW)
"stock"

43A-43V



James Lee Ligh

B6 #9

36 SC 43I UNDERWATER
#052-123

@SLYSONIC

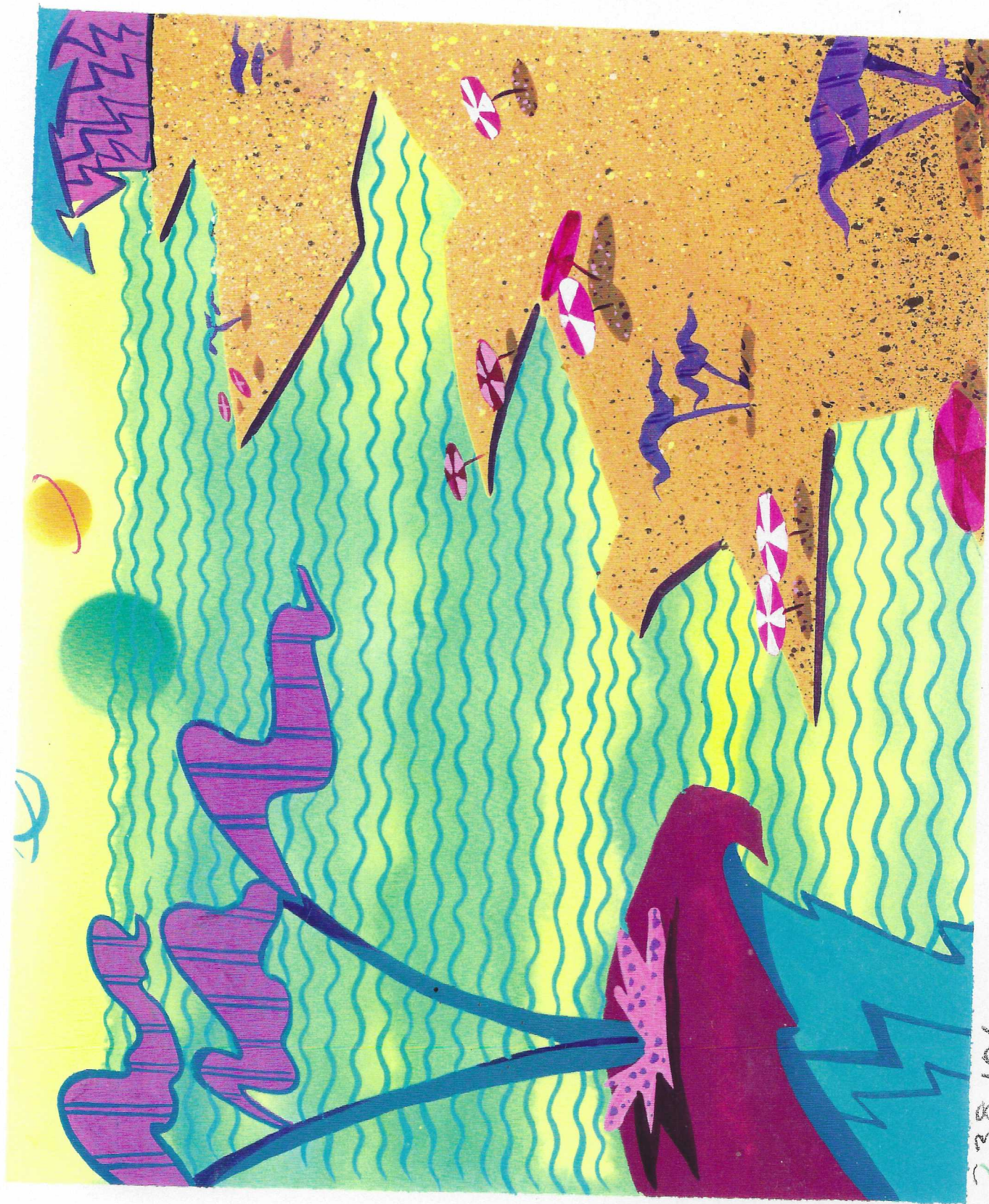
238-108

EXT. WATERFALL + RIVER

B4 6



@SLYSONIC



BEACH

G. COUCHARD
"1966"

238 106
SONIC BREAK OUT

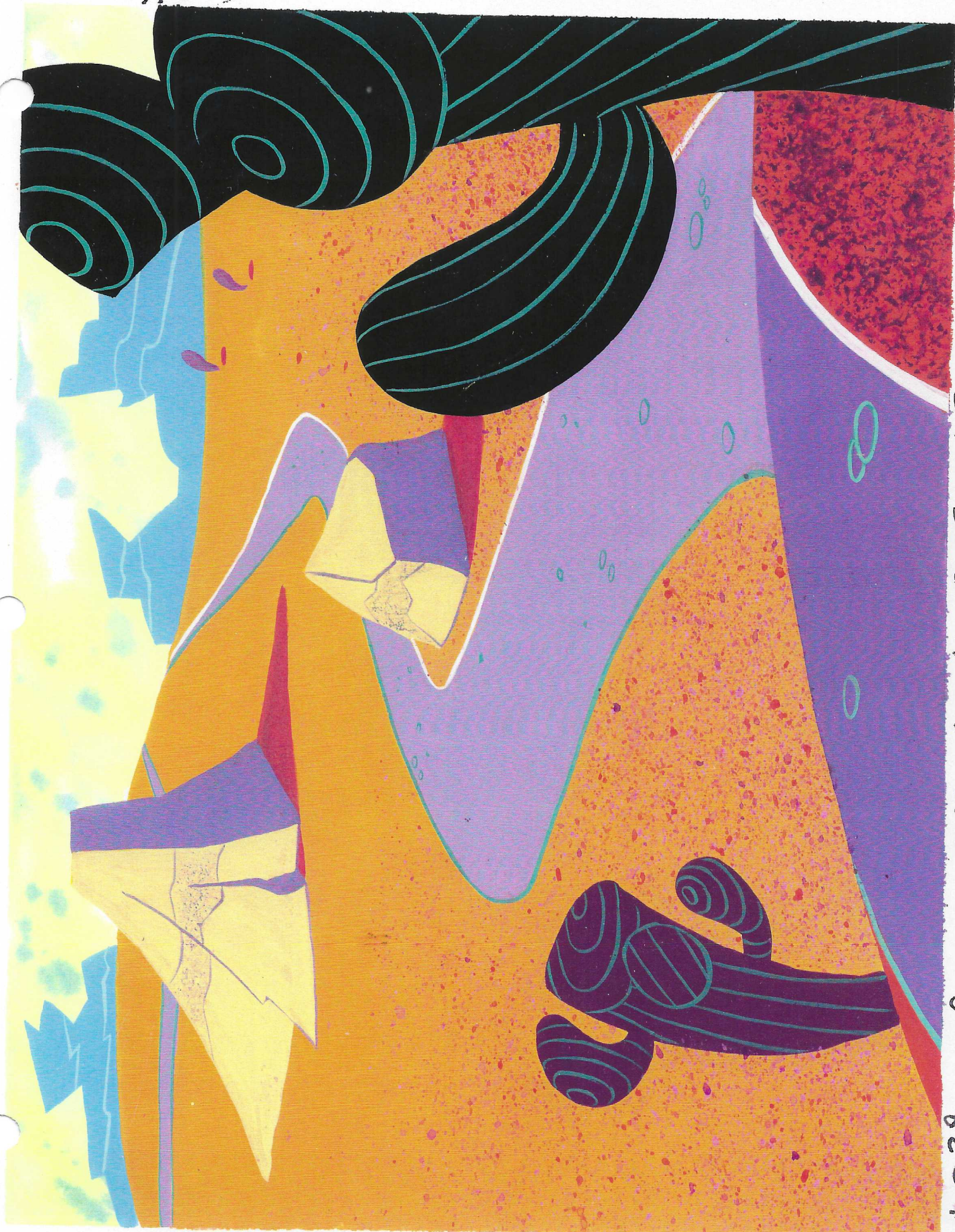


#238-103 EXT. POLAR ICE LAND #8



#228-118 . EXT. TWISTY ROAD #5

snoggy. L



A 738 - 108 EXT. LIVING SPOT ON DRAIN (POSSIBLE) RC. 7

@SLYSONIC

REVISED



MOBIUS COUNTRYSIDE

"stock"

Laura Lee Lyle

5.4180x



Hand-drawn



504915.5



238 - 102 CROSS-SECTION OF GROUND (INCL. JAIL) - BQ 14



Lantern for

#2

103 - CAMP 176



#238-103 EXT NOBIUS COUNTRY J. III



SC 22

#052-123 EXT-LANDSCAPE



"stock"

#238-108 EXT. GREAT FOREST OF MOBIUS #1

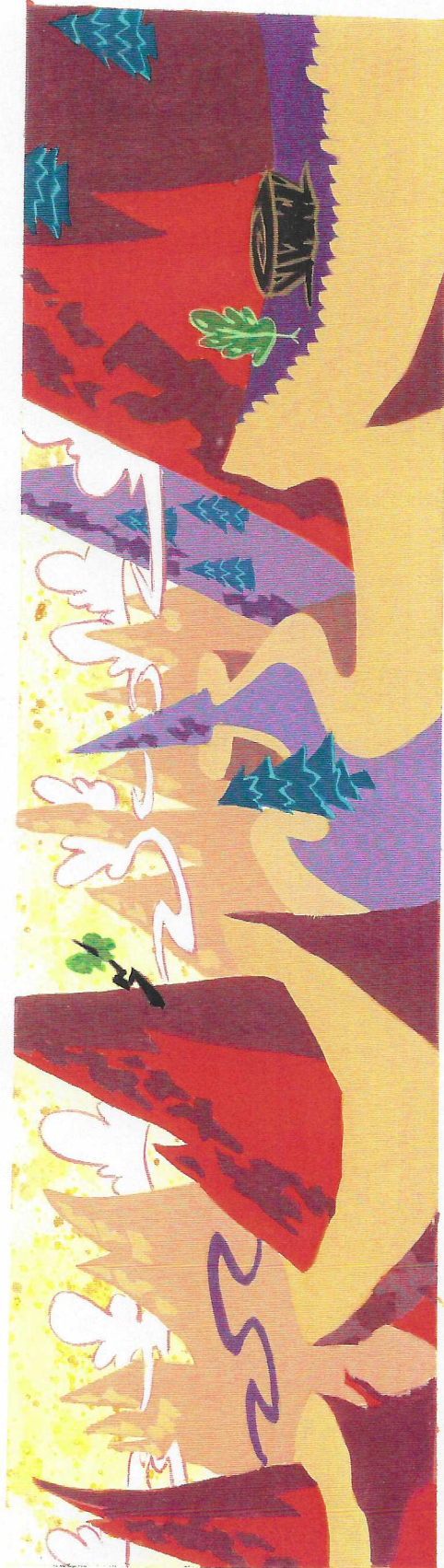


#258-109 EXT. NOBIUS COUNTRYSIDE #8

"stock"



#232-109 EXT. NOBIUS NAT'L PARKS #6



"Stack"

#230-100 EX1 MOUNTAIN ROAD #18



G. COLTHART

MOUNT MORIOS

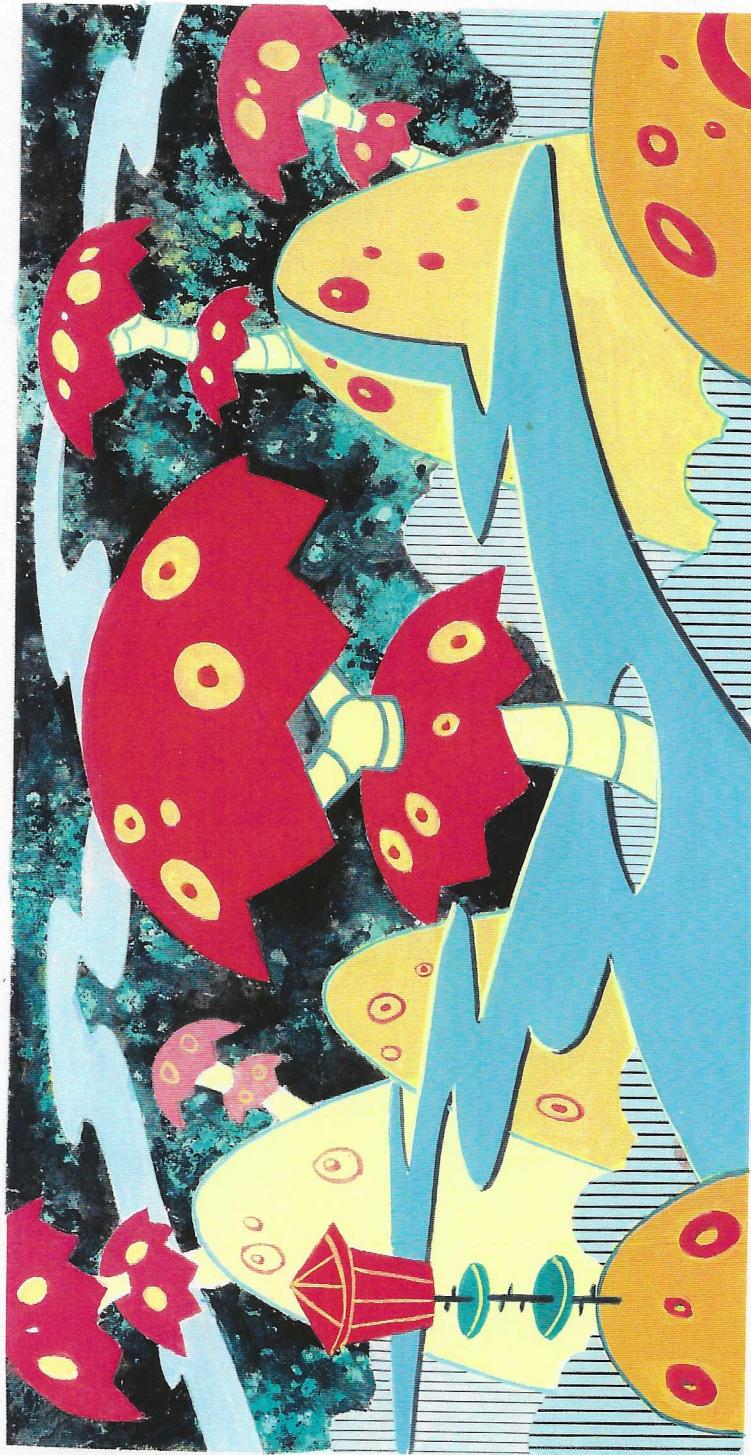
110
BIGDADDY



SONIC 738-116 #7

EXT. MOBIUS COUNTERSIDE w/ CAMPFIRE.

Baines



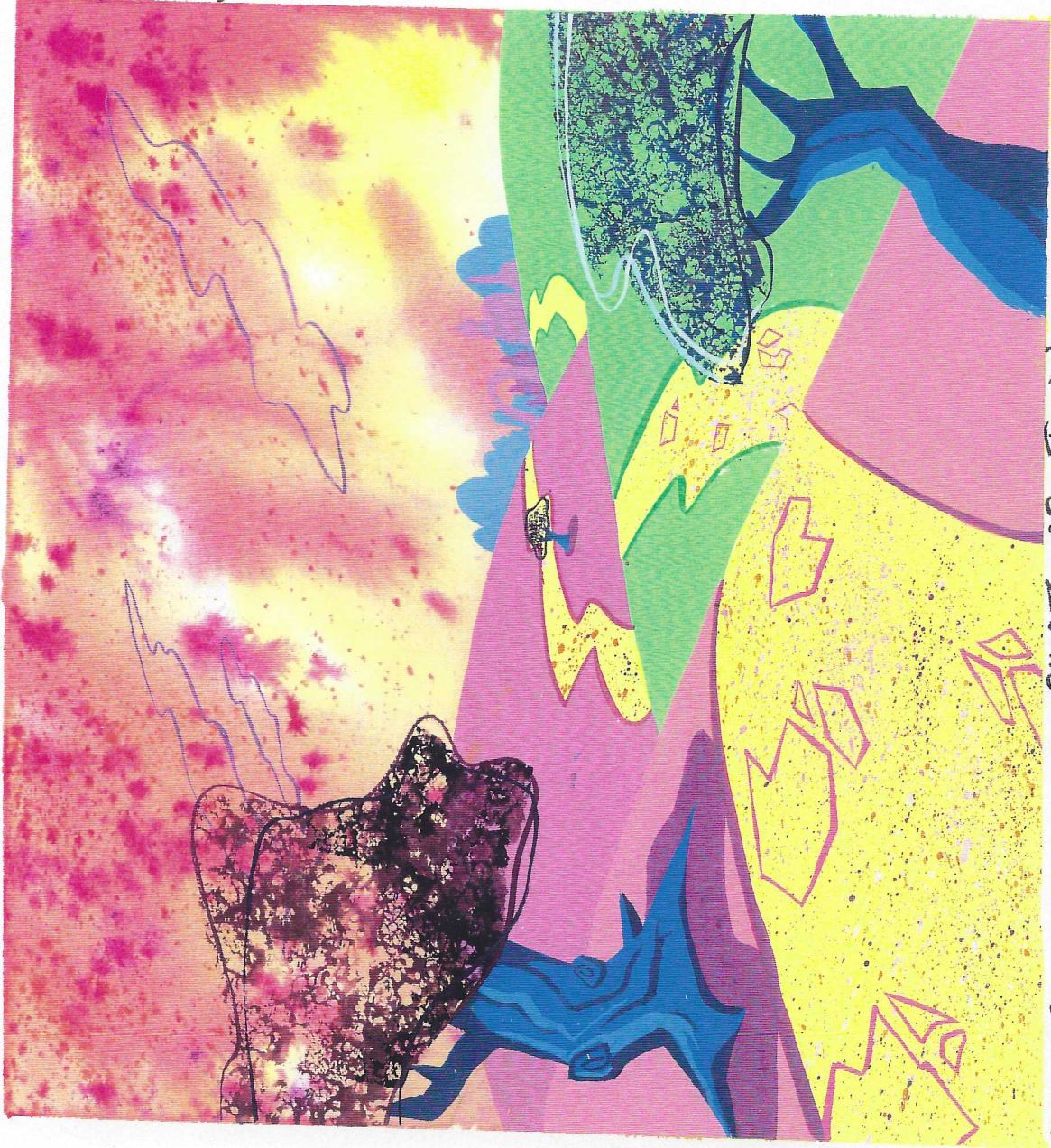
238-116

EXTERIOR MOBIUS COUNTRY SIDE

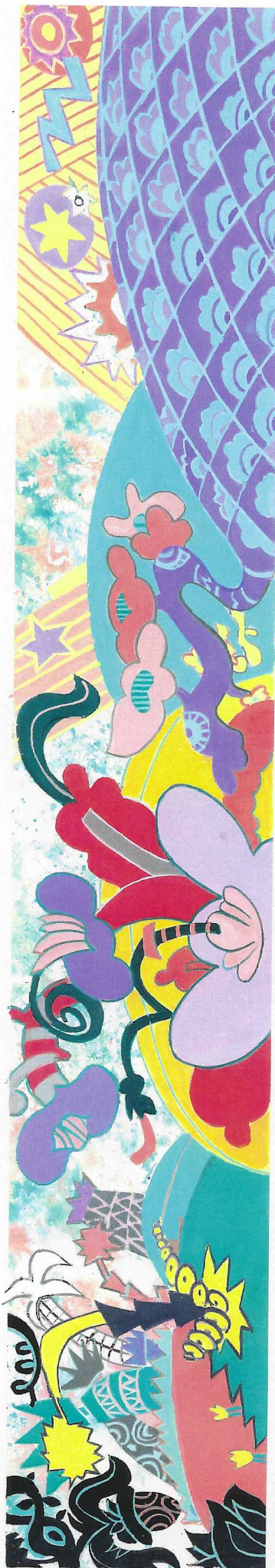
(#1)

James Lee Hyde

5.5.44m

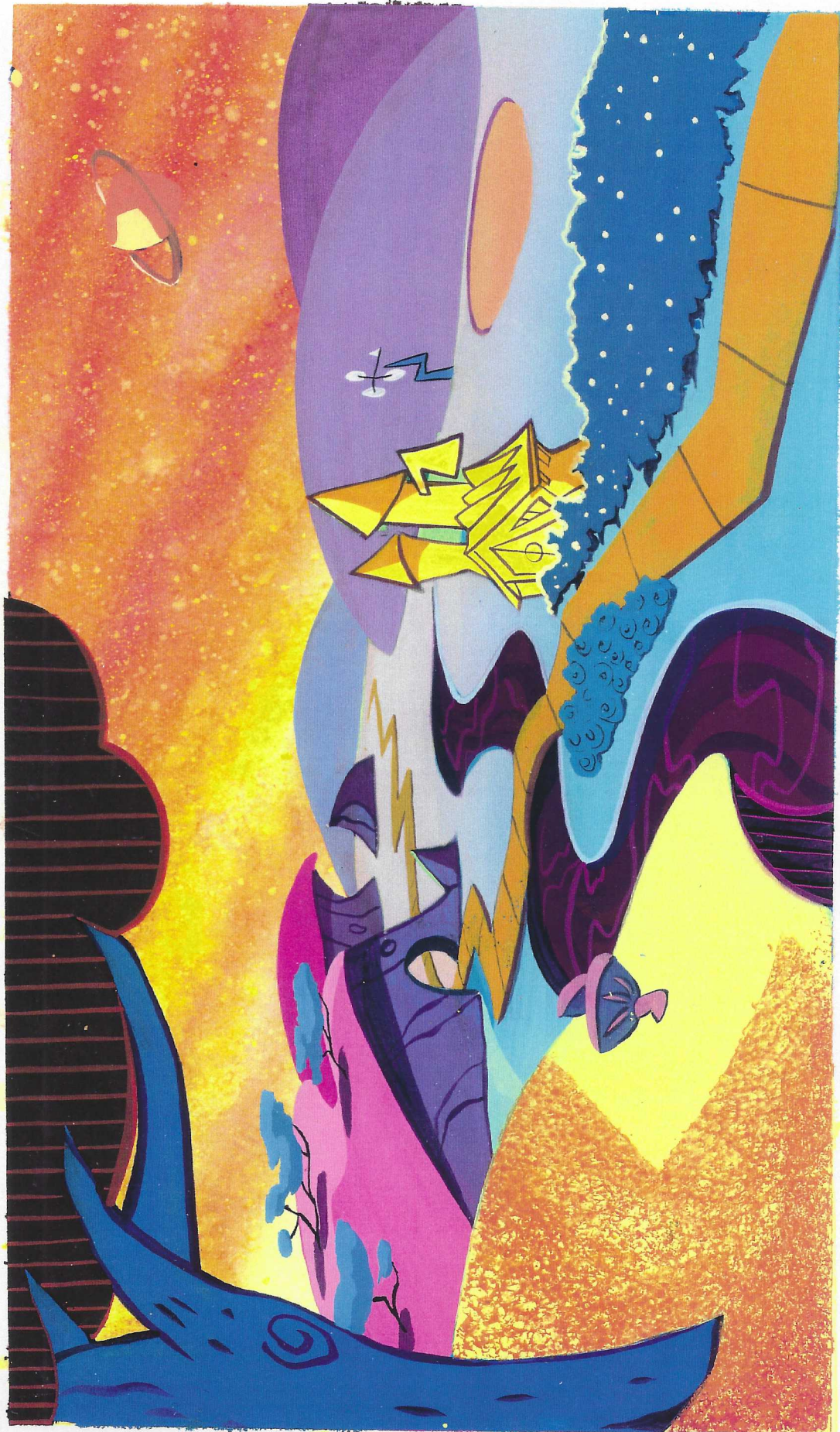


#238-119 OUTSKIRTS OF TOWN (MCCLEFFIN) BC 12



Louise J. J.

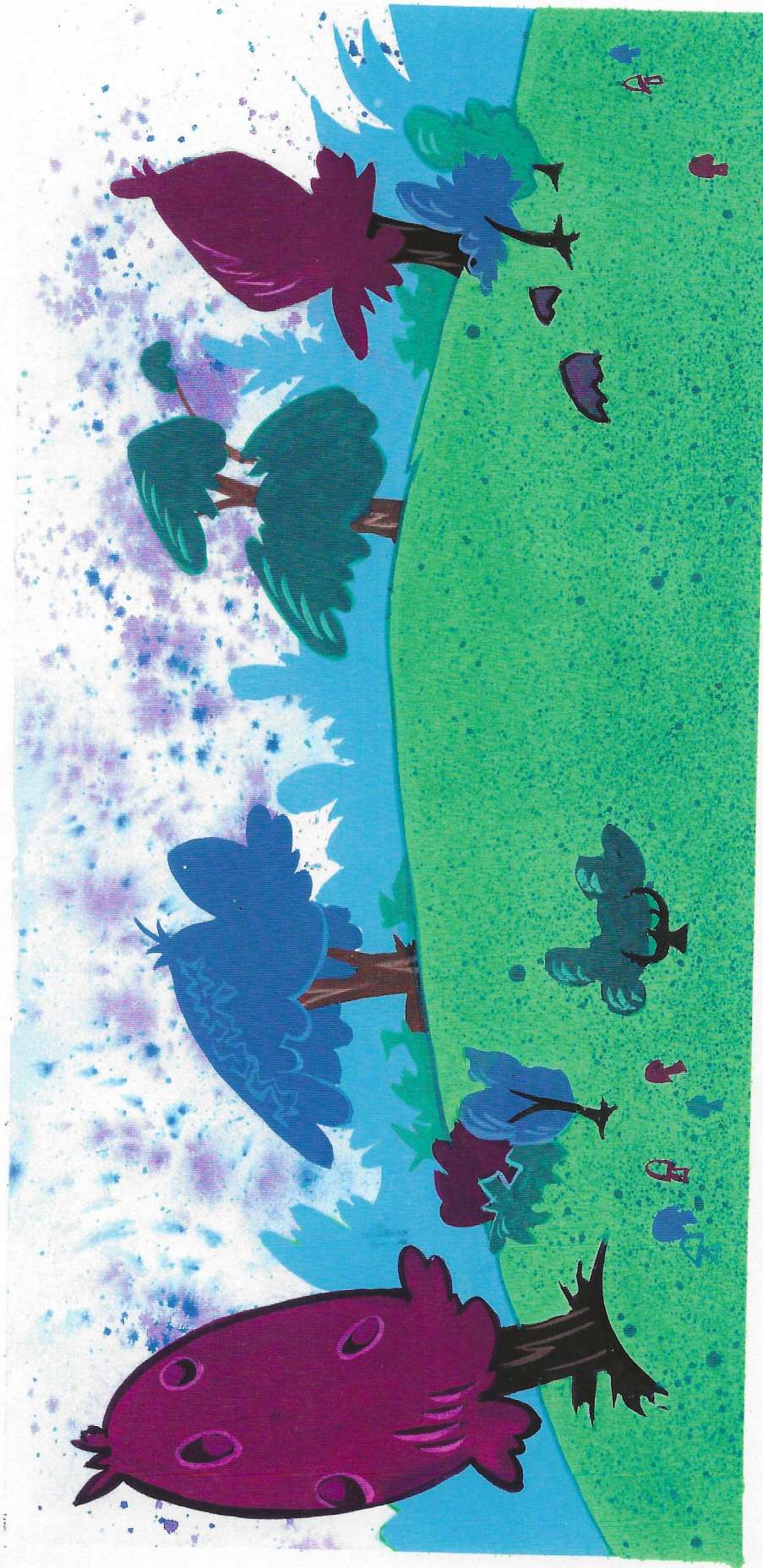
#103 EXT. JUNGLE - PAN TOMAR SALESMAN #B



#1 MOBIUS FARMLAND

#238-106

© 1994 ART



#722-117 EXT. A SHALLOW MEADOW #8



#7-28-127 EXT. CAMPSITE RC

#238-118 EXT. MIDDLE OF A FIELD #6





#238-127 EXT. VON SCHLEMMER'S CAVE PG 2

Snoopy +



#7-38-127

CAVE INTERIOR

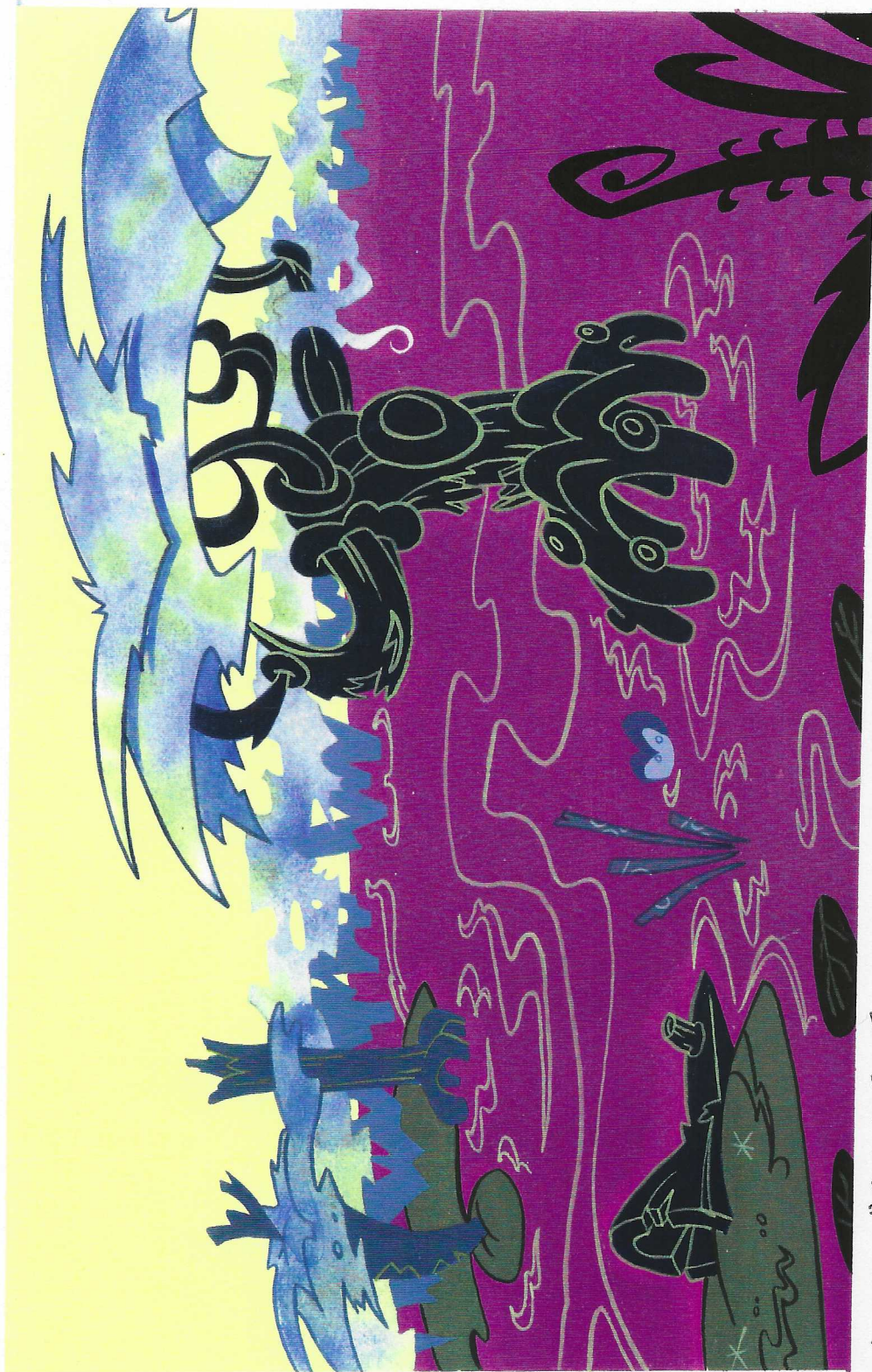
RC 3



INT. CONTROL ROOM / SWITCHING HOUSE 238-142

APPLETON

#12



SONIC - #238-157 #7 EXT. THE SWAMP.

Timothy Barnes



SONIC 238-164 EXT. ROBOTNIKS "THE GATE w/ BRIDEE'S MOAT" T. Bannan #10



238-164 (8) Mobius Counterside

Robo N.W.S.A.S



230-151 PREHISTORIC SONIC, CLIFF W/DEEP, DARK CANYON C. Scar.



SONIC
238-11 #6 EXT. MOBIUS COUNTRYSIDE

Timothy Barnes



⑧ 238-III . SONIC'S SONG
EXT. CATHY'S MUSIC STUDIO
(DINGY PART OF TOWN)

Laura Lee Jahn

@SLYSONIC



238-111 (14) INT. RUGTAIN'S FORTRESS
W/ PIPE ORGAN

Samuel @SLYSONIC



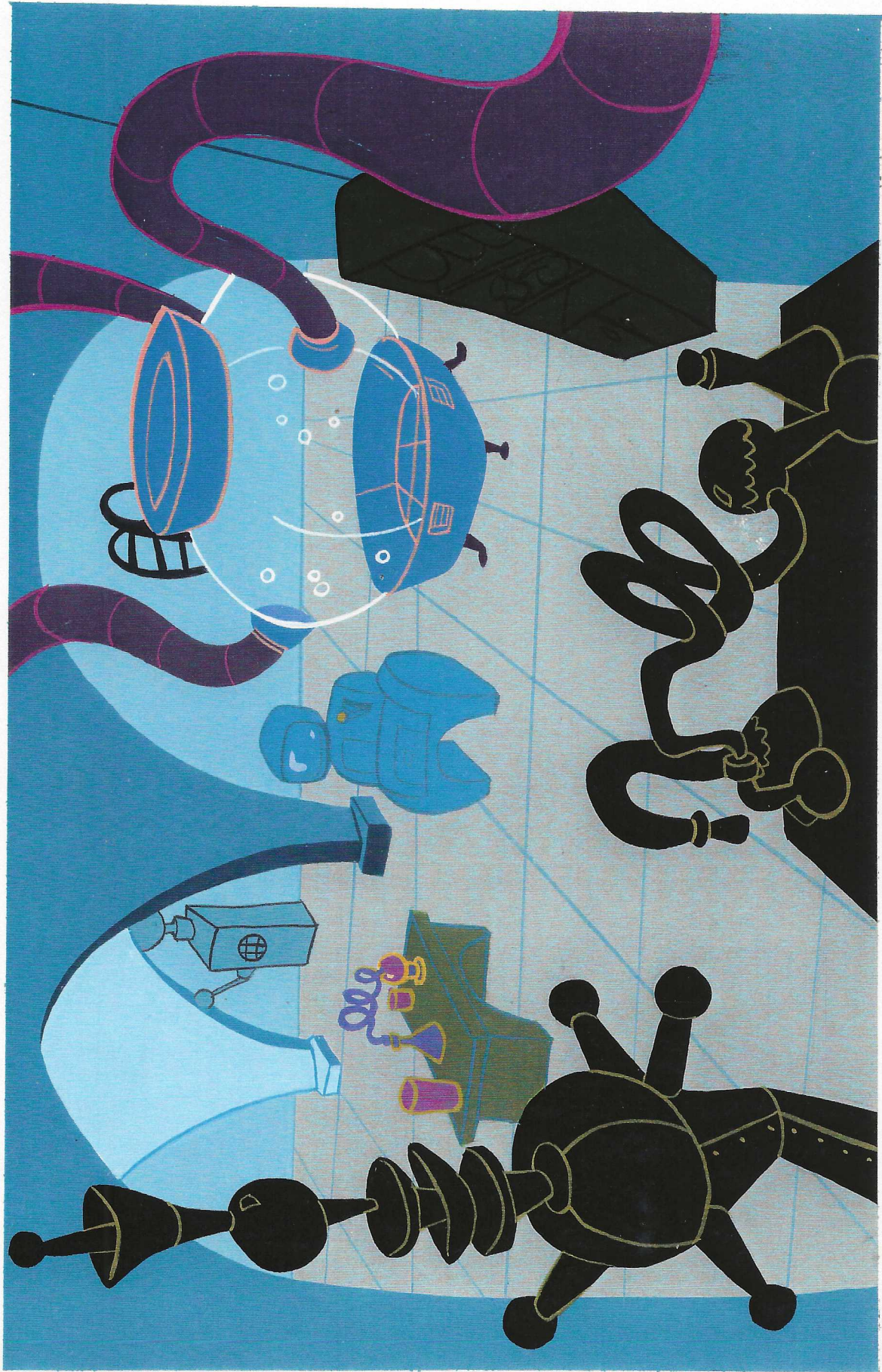
James Henry Smith

238-145 ⑦ EXT. COUNTRY VILLAGE
w/ GREEN SOD



Laura Lee Fink

(3) 238-145 "SUPER ROBOTNIK"
INT. ROBOTNIK'S THRONE ROOM



SONIC #4
238-145.4

INT. ROBOTNIK'S BASEMENT

Timothy Bowers



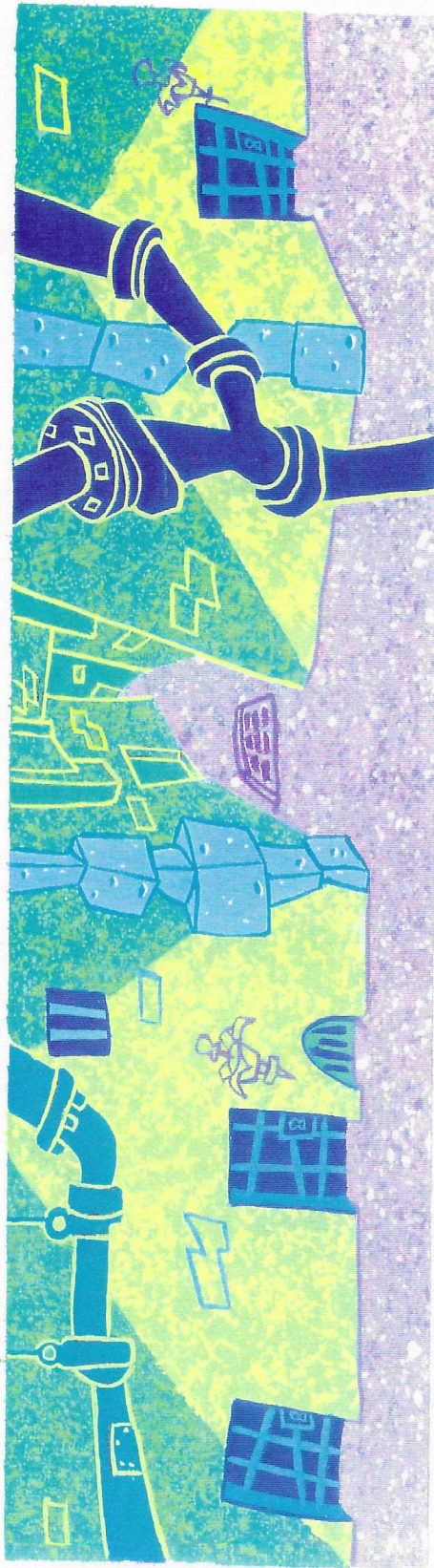
238-138 MATCHMAKER, DESERT LANDSCAPE

COREN SCARPULLA



EXT THEATRE 238-136 #11

James Landry



APPLETON

EXT. CELL CORRIDOR
238-136
*8



APPLETON

INT. THEATER
238-136
#12



APPLETON

WIDE ON JUNGLE
238-148
X.17



338-144 (33) EXT. ALLEY

INTOXICABLE SONIC

James Lee Taylor



James Lee Hyde

LD's VEGAS EXT. 238-105 #4



#19 EXT WATERFALL #235-10"

T. Bacon



TBauer

EXT MOBIUS WOODEN GLEN - PAN

SONIC #233-104
#1

OUT

sugy.5.5

BG.9

(INT. ROBOTNIK'S FORTRESS) COMPUTER CONSOLE

#238-132



OUT



IT'S BEST HEDGEHOG (ROBOTIC) GO-GOCHART,

OUT



OUT

MISSING 6 HITOPS

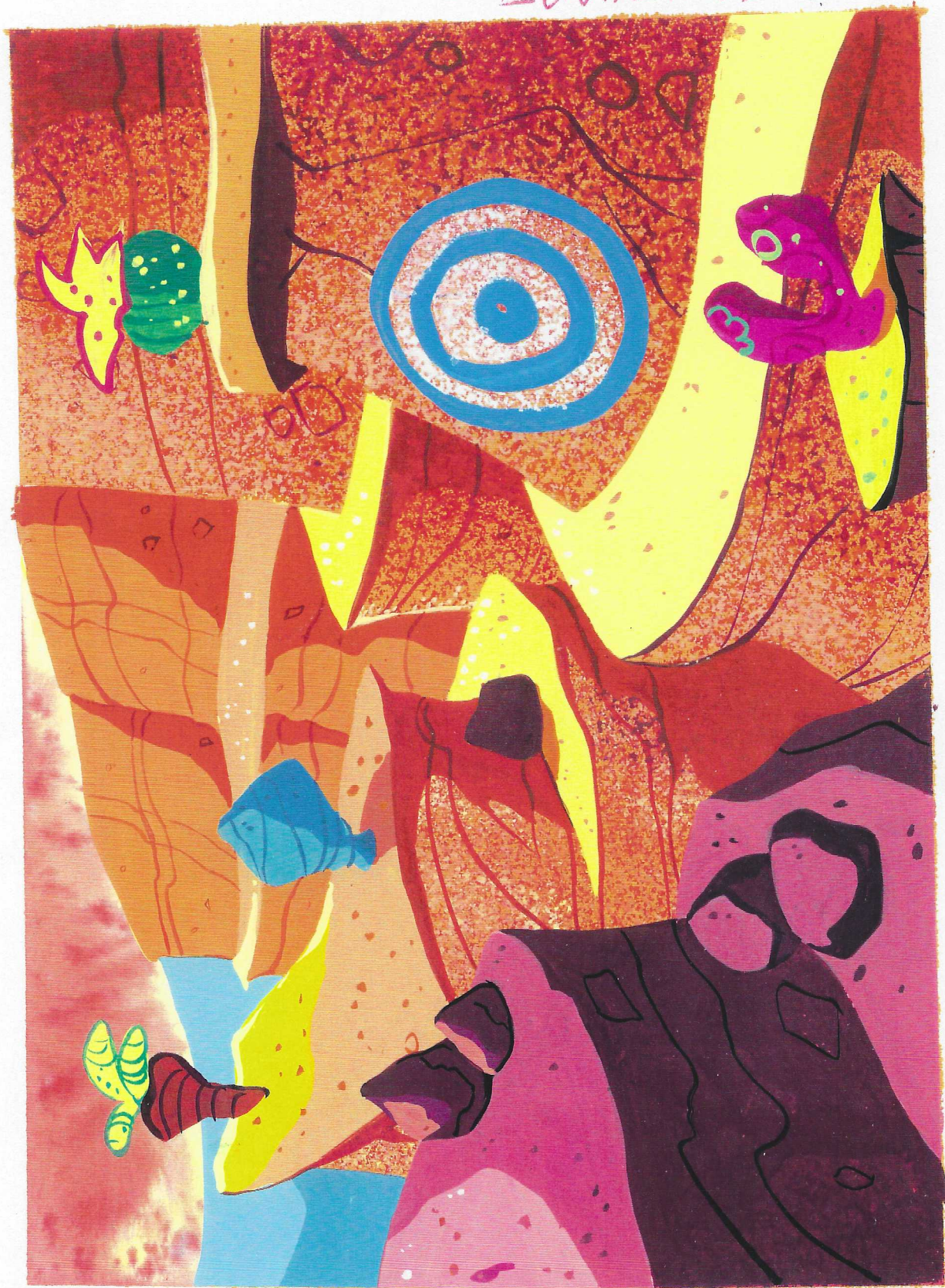
238 119

PLAZOID HOTEL

G. GOODHART



OUT



VALLEY WITH
PAINTED TARGET

120
SO LONG SUCKER



S. Slyson

OUT

B9 6

CACTUS GROVE

#238-114

@SLYSONIC

MOMA ROBOTNIK
RETURNS

SHOW 132

ROAD-FOREST

G. COUTHART



OUT



S. SLYSONIC

R. C.

JUNGLE OF DOOM

738-115

@SLYSONIC

OUT

6. COURTNEY



OPEN FIELD, TRENCH,

120

SO LONG SOCKER